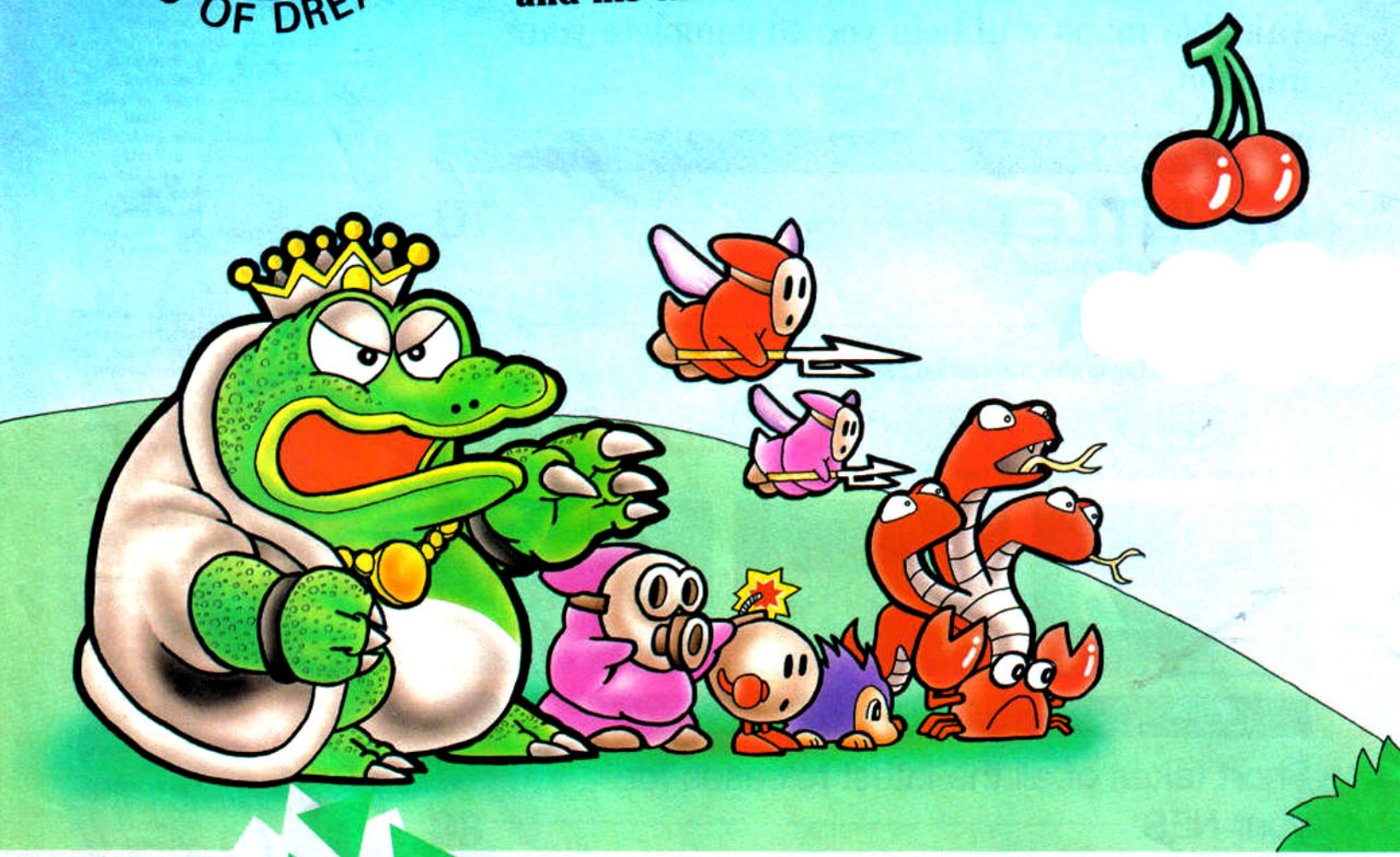
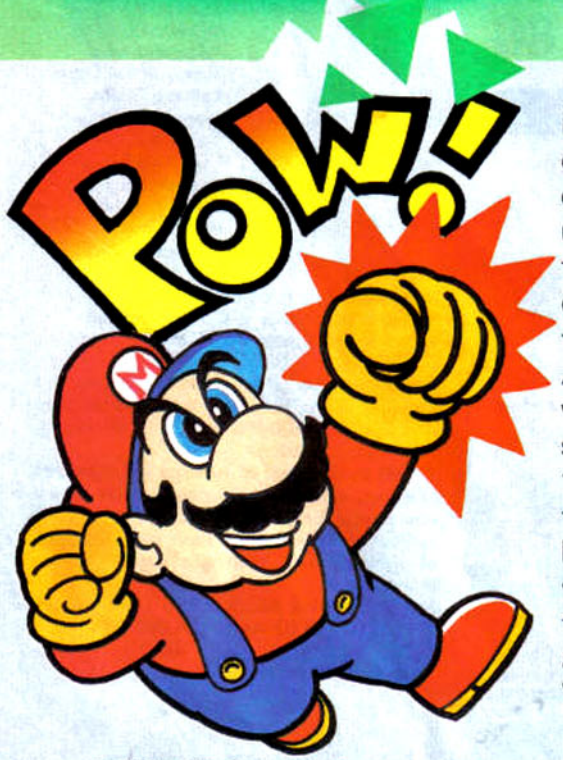
SUPER

Mario is back in action. Are you ready to conquer seven worlds with the help of Mario and his three friends?





It all started late one night when our hero, Mario, had a very strange dream. In his dream, he climbed up a long winding stairway leading to a door. When he opened the door, he saw a world unlike anything he had ever seen before. As he peered into this wondrous world, he suddenly heard someone say in a faint and distant voice, "Welcome to the World of Dreams, the land of Sub-con. We have been waiting for you, Mario. We want you and your friends to fight against the evil ruler, Wart, and bring peace back to the World of Dreams."

CHOOSE

Each character has unique talents. Make the most of these abilities including high jumping, floating, and running.

MARIO BROS.2™

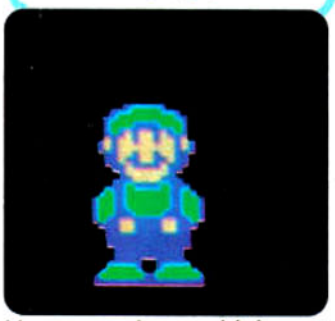
™Nintendo of America Inc.

ONE OF THESE 4 CHARACTERS

MARIO

His ability to jump is average, but he loses it a little bit when he carries an item.

LUIGI



He can spring up higher, but he greatly weakens if he has to carry an item.

TOAD

He is the worst jumper, but the weight of items does not hinder him one bit.

PRINCESS

She can float in the air for about 1.5 seconds if you hold down the A button.

HOW TO PLAY

Mario, Luigi, Princess Toadstool and the Mushroom Retainer are getting deeply involved in a strange dream world where they must hop, jump, run and find vegetables. To make it through the seven worlds of Sub-con, you must learn a lot of special techniques. To play well, you must practice, practice, and practice some more! Good luck with your new adventures!

LEARN HOW TO JUMP 3 DIFFERENT WAYS

A JUMP ON THE SPOT

While Mario is motionless, press A. He can only jump up and down in one spot, and not very high. This can be helpful at times, but it's best to learn a few other tricks.

RUNNING JUMP

Press A while running, and he can jump higher than he does when he's just in one spot. It's a good way to escape enemies and get over obstacles.

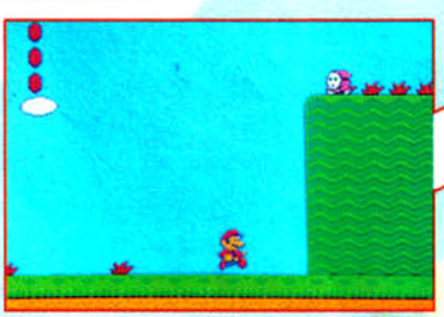
POWER SQUAT JUMP

Your body flashes after you squat for a while by holding down the Control Pad. If you press "A" to jump while flashing, you can make the highest jump yet.

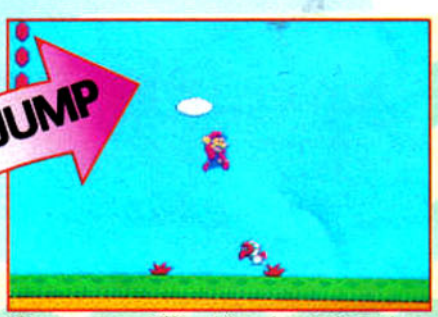
MASTER THE BASICS

RUN AND JUMP

Control the movements of your character by using a combination of A and B buttons as well as the Control Pad. If you want to jump, simply use your A button. To increase your speed and high-tail it away from danger, use your "B button run." It just takes a bit of practice, and you'll have the moves down.



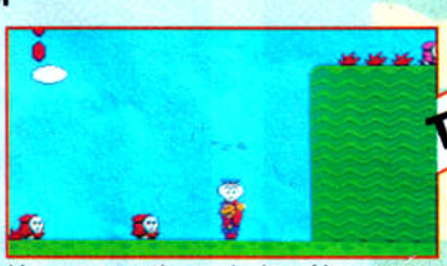
Without items, all the characters move at the same speed. When carrying items, each character has a different speed.



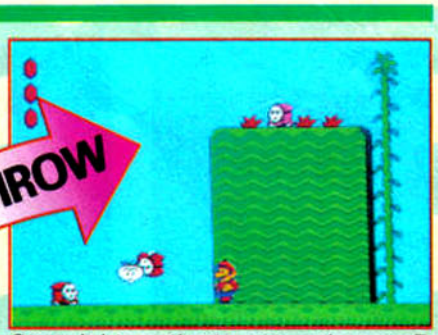
Overcome difficulties by using the three techniques you learned for jumping. Mario's motto: When in doubt, jump!

PICK UP ITEMS AND THROW THEM

Mario and his friends may be in a strange land, but they are quick to find lots of handy survival tactics. This is one strong group. And they are at their toughest when you use the B button. With the B button, they can pull up the grass, and even pick up the nastiest enemies! Try it!



You can use the majority of items you pick up along the way as weapons with which to attack the enemy.

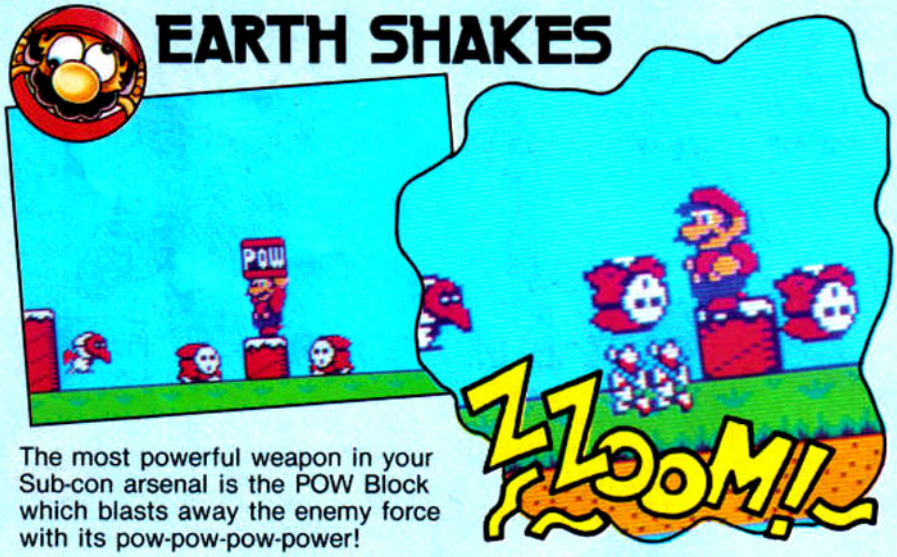


Stay right on the target and press B. Will you be able to hit the enemy?

DEFEAT YOUR ENEMIES

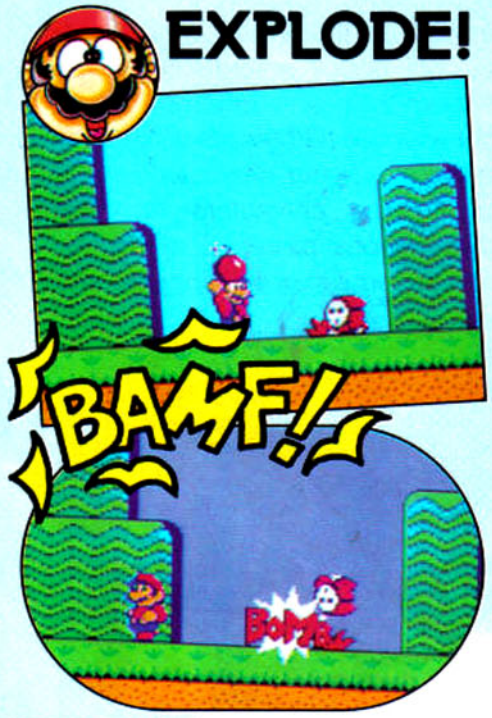
The World of Dreams consists of seven worlds. Each world has three areas except for the 7th. All areas have a "Little Boss" at the end. When you defeat him, you'll finish the area and you will finish each world when you defeat the "Little Boss" of the last area. You have three chances to continue the play from the first area of the world you were last on.

EARTH SHAKES



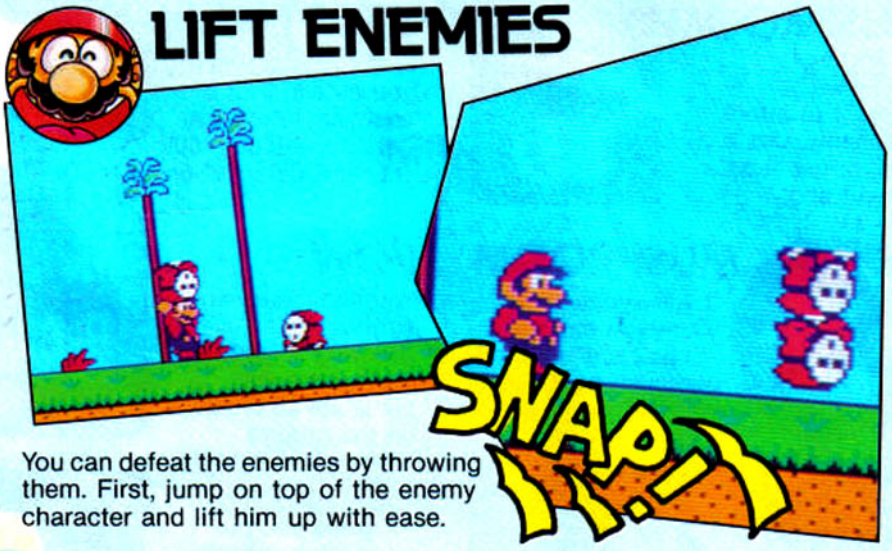
The most powerful weapon in your Sub-con arsenal is the POW Block which blasts away the enemy force with its pow-pow-pow-power!

EXPLODE!



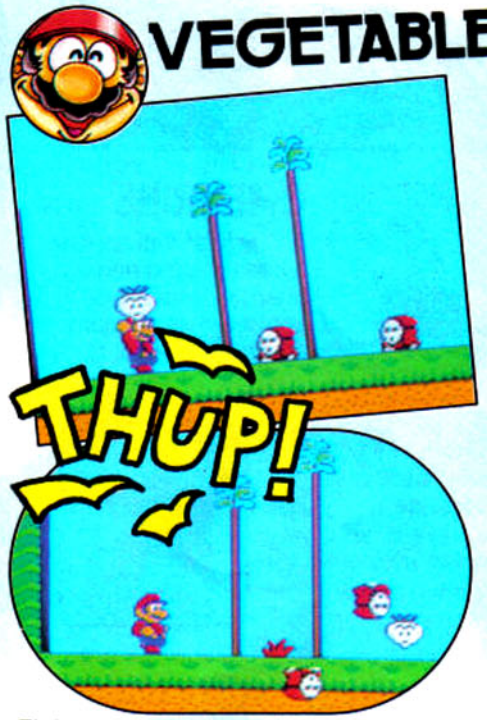
Bombs can be found to destroy walls and attack the enemy. Learn the timing of the bomb explosion.

LIFT ENEMIES



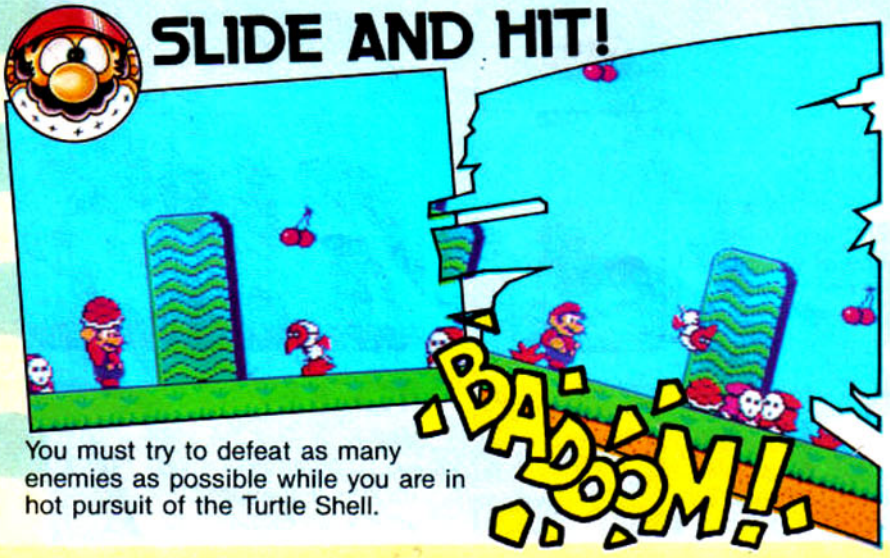
You can defeat the enemies by throwing them. First, jump on top of the enemy character and lift him up with ease.

VEGETABLE



Fight your enemies with vegetables. Simply pull them up from the ground and throw them at the bad guys.

SLIDE AND HIT!



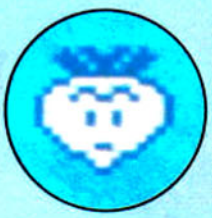
You must try to defeat as many enemies as possible while you are in hot pursuit of the Turtle Shell.

ITEMS THAT HELP MARIO AND HIS FRIENDS

As you work your way through the dangers of the World of Dreams, you will discover 16 items. Some of them help you get the best of your enemies. Others are very handy for restoring your character's life or moving the characters to more advantageous places. The appearance of items might change in each world, but the effectiveness is just the same. Be sure to check out any unfamiliar item you come across in the course of your adventures. Give it a test run to see what it can do for you.

SPROUT

This vegetable is not completely ripe yet. Which means you can only use it to attack the enemy. But to that end, it works wonders!



VEGETABLES

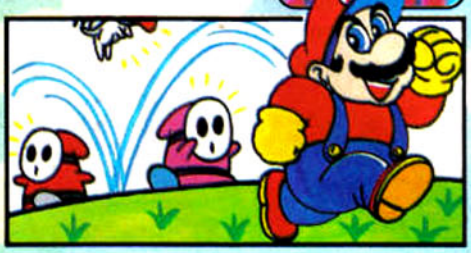
Ah, a ripe vegetable. You can use it to attack. And it will bring the "Stopwatch" each time you find the 5th one.

BOMB

It will flash and explode within a few seconds after you pick it up. Use it mainly to destroy walls. Careful handling is a must!

STOPWATCH

An important trick is to count and remember the exact number of vegetables you have found.

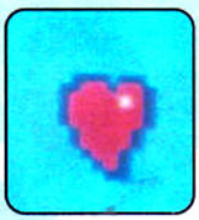


MUSHROOM BLOCK

Throw it to attack the enemy. Use it as a lid, or use it as a take-off spot.

HEART

It will appear when you defeat a lot of enemies. When you get one, you can refill your Life Meter by one.

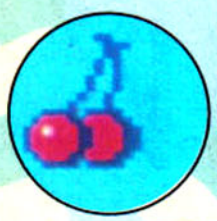


MUSHROOM

It will appear only when you enter into "Sub-space" at a particular spot. Can you find it?

POW

You can create an earthquake by throwing it, and the earthquake will eliminate all enemies on the ground.



CHERRIES

A Star Man will appear when you find enough cherries which are scattered at random around the area.

POTION

Use the Magic Potion to go to "Sub-space." It's a cinch!

COIN

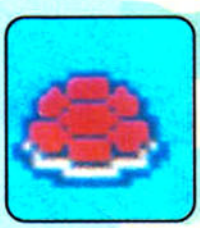
All grass you pull up in "Sub-space" will turn into Coins. Use these coins at the Bonus Chance stage.

STAR MAN

It may appear as you collect cherries. When you have it, you will become invincible for a while.

SHELLS

When you throw it, it will glide on the surface of the ground and crash into the enemy.



1-UP

This is especially helpful. Just reach out and catch it, and it will give you a new life!

KEY

You need it to unlock a door. You can also throw it to attack the enemy.

ROCKET

When you pull up grass at certain spots, rockets will appear which are capable of taking your character to different places.

KNOW YOUR ENEMIES

In Sub-con, the World of Dreams, you'll find many different and strange creatures lurking at every turn. They are the "moppets" of Wart who try in every way they can to interfere with and stop the brave Mario, Luigi, Princess Toadstool and Toad, the Mushroom Retainer.

The key to victory lies in your ability to study and learn the different strengths and weaknesses of each moppet. That way you can plan the best way to tackle him. After you learn how to beat every one of them, you can head for World 7 where Wart awaits you!

You can't switch your character until you complete the world you are on. Make your selection carefully at the beginning of each world. Some characters work better in certain worlds than in others. Get to know which character plays the best for you in each of the seven worlds.

BIG BOSS— WART!!

He is the most mischievous of all the rascals in the World of Dreams. He created monsters by playing with the Dream Machine.

SUPER MARIO BROS. 2 SPORTS FESTIVAL

Our four competitors are showing off their talents. Mario is the best all-around athlete. Luigi is a World Class high jumper. The Princess excels at the long jump. And tiny Toad is super strong.

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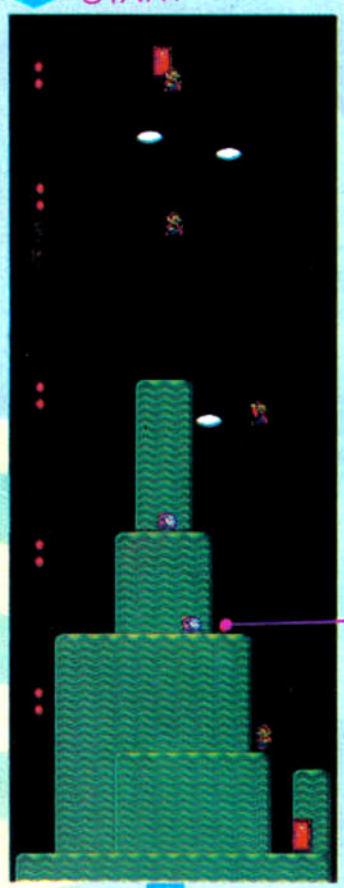
READY, SET, GO!

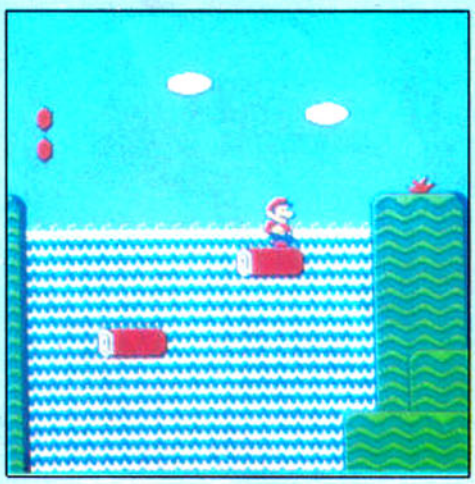
Now we'll give you some important pointers on how to tackle each area in Super Mario Bros. 2. To be on the safe side, try out each character, and get to know their movements at the very beginning of the game. Once you pass through the door below, the real fast-action fun starts. The first area will be an easy win.

START

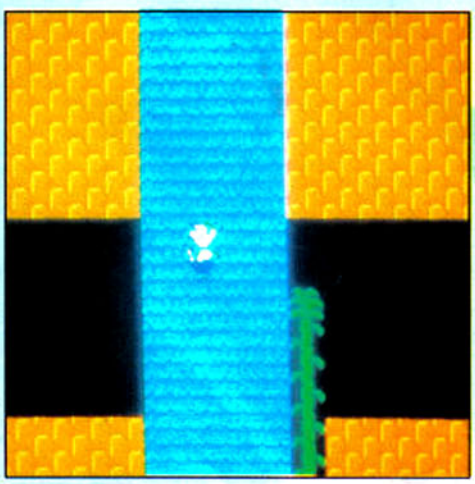


IMPROVE YOUR JUMPING SKILLS

You'll find two places where your jumping techniques will be tested. Watch out! It will be all over if you fall into the waterfall—even if your Life Meter indicates full.

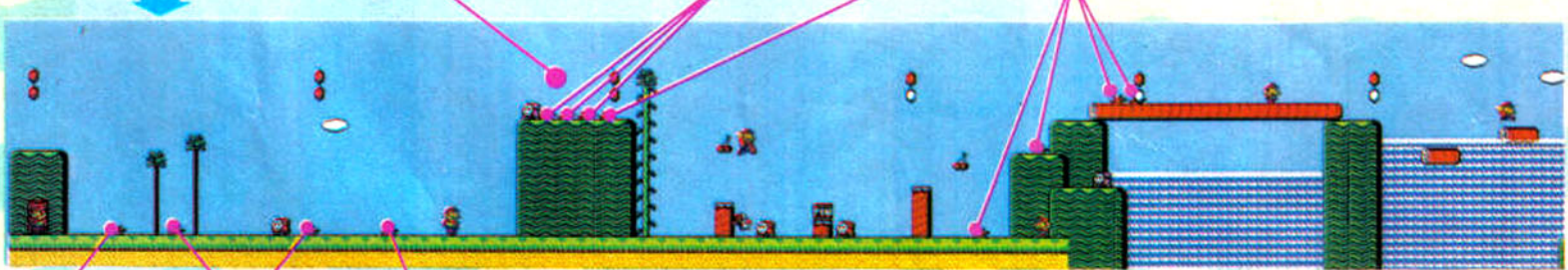


As you approach this waterfall, you'll see two logs falling at different intervals. Timing is critical. Watch your footing as you cross over to the other side.



All the characters except Mario can easily jump over this waterfall to the other side, and then find the shortcut to get to the Little Boss quickly.

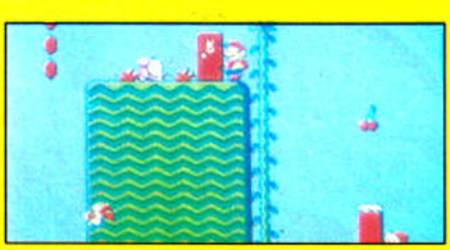
SECRET HINT①



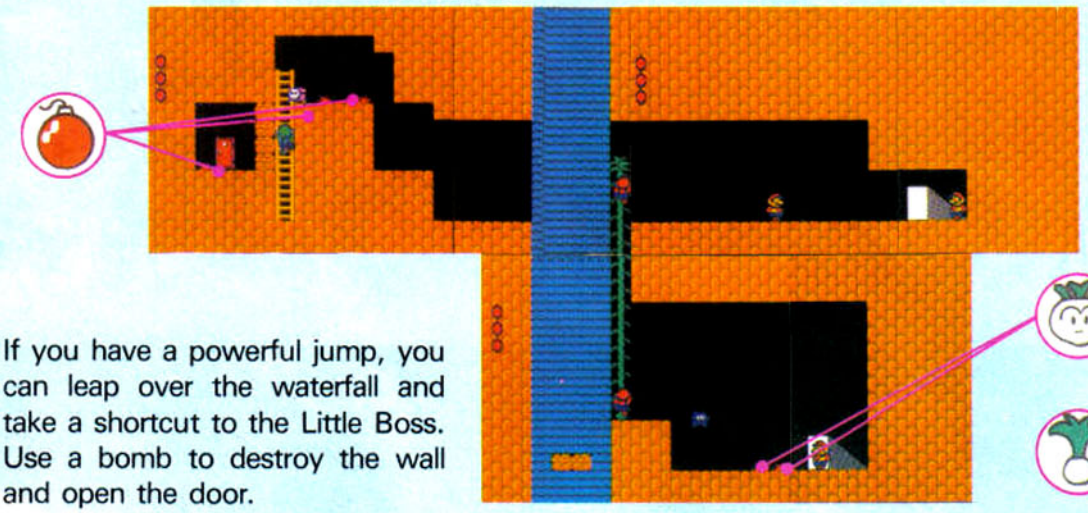
SECRET HINT①

Watch out for looming Shyguys before you enter into "Sub-space."

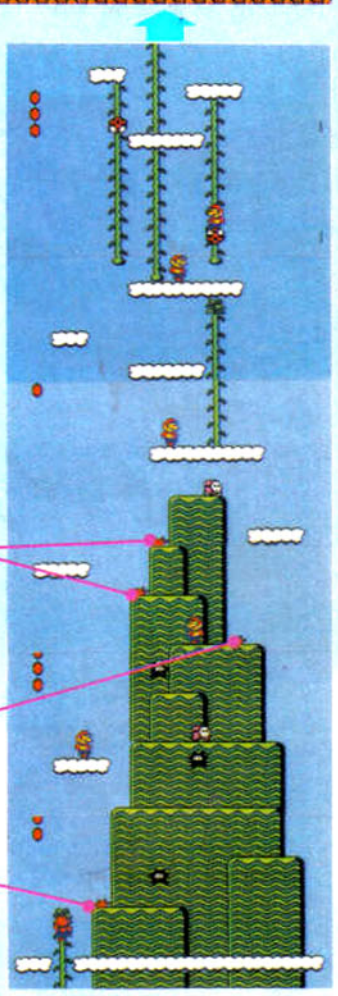
You can get the first Mushroom here.



TAKE A SHORTCUT

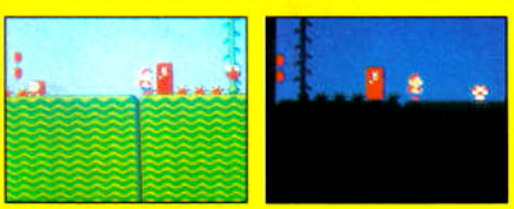


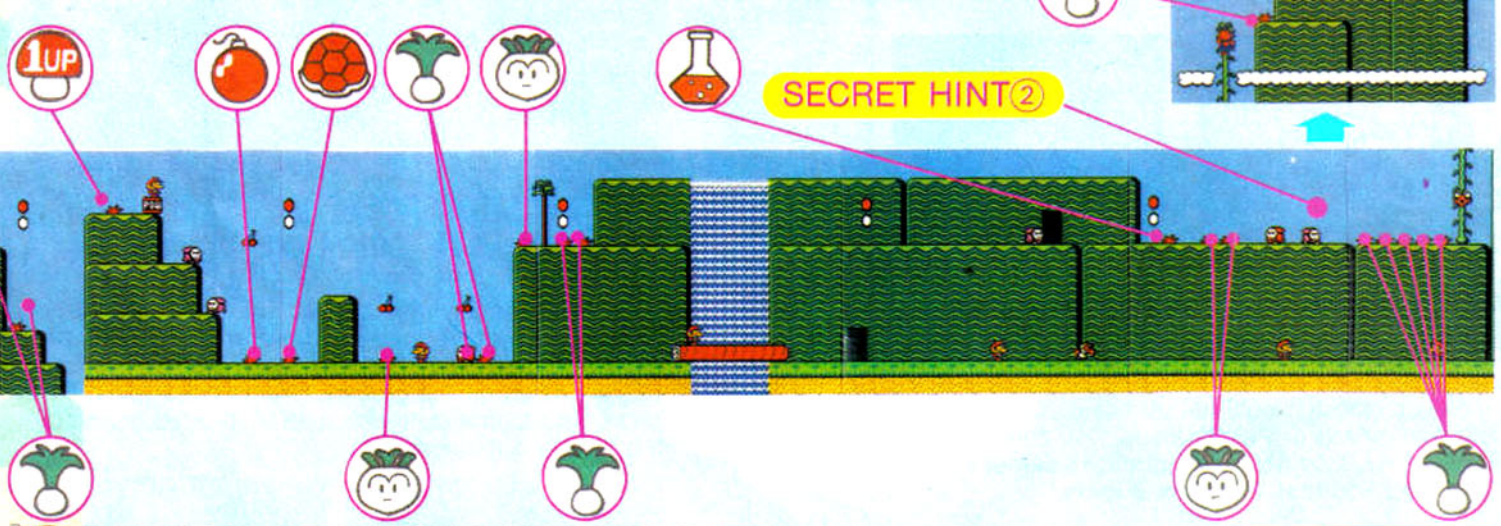
If you have a powerful jump, you can leap over the waterfall and take a shortcut to the Little Boss. Use a bomb to destroy the wall and open the door.



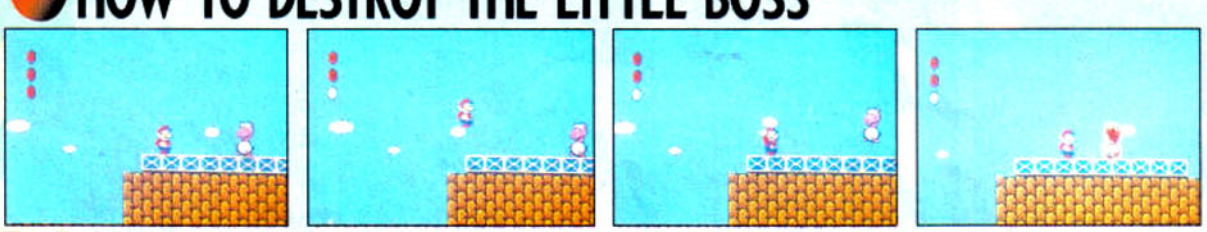
SECRET HINT②

There is a lot of grass in "Subspace" so you can collect a lot of Coins. You may, of course, find Mushrooms.



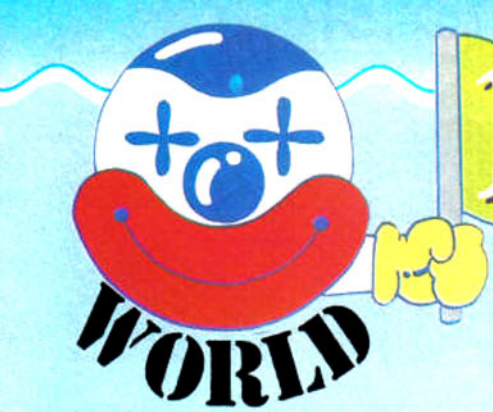


HOW TO DESTROY THE LITTLE BOSS



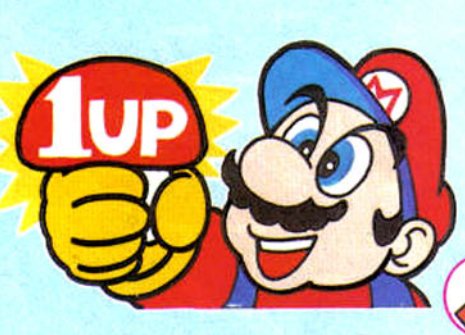
The first Little Boss is Birdo. He sometimes, but not always, spits eggs to attack you. When you have a chance, hop on top of the flying egg.

Pick up the flying egg by quickly pressing "B." Aim and throw the eggs back at Birdo. If you hit him three times, he'll go down.



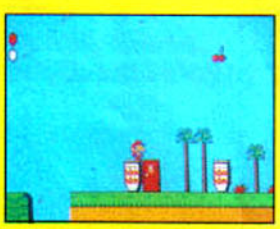
A FLYING CARPET RIDE

Right after you start your adventure in this area, you will find yourself in the sky. Consider your options. There is only one smart way to go. You must take the flying carpet away from Pidgit. Later, when the going gets tough, try using bombs. They will make a big difference.



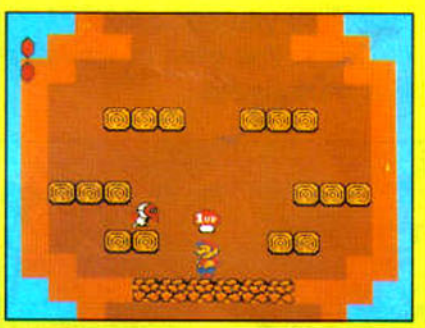
SECRET HINT①

Aim and throw the Magic Potion between the two jars. Once you enter into "Sub-space," you will see the first Mushroom that's hidden in this area.



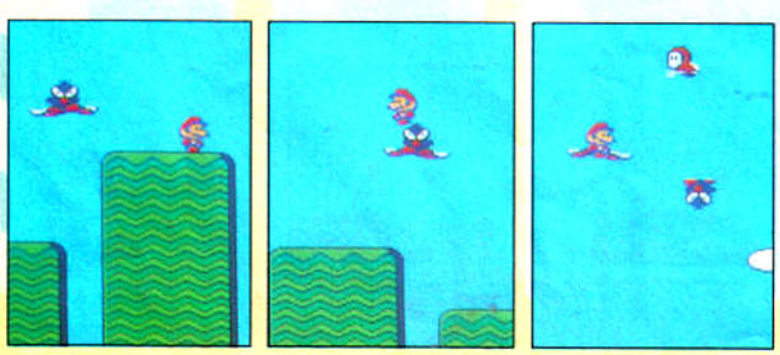
SECRET ROOM①

If you press the Control Pad down while you stand on top of the jar, you can easily drop down into it. You can find a 1-Up in the first jar. What luck!



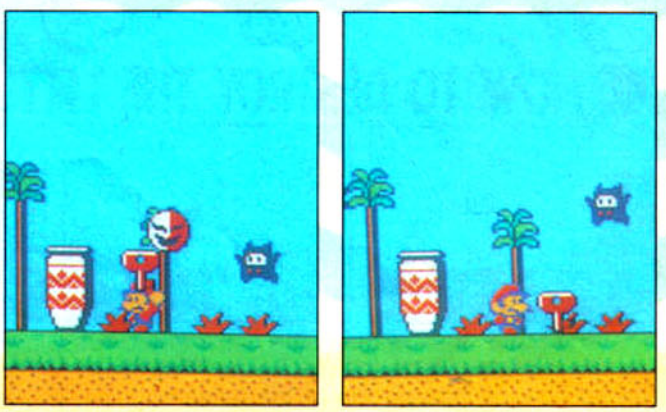
RIDE ON A FLYING CARPET

Be patient and wait for Pidgit floating above in the air. If you move carelessly, you'll fall off the cliff. You will be okay if you can get on top of Pidgit's head. You don't have to land on the middle. You'll be able to control the carpet by using the Control Pad after you toss Pidgit for a loss.



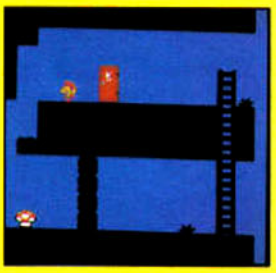
HOW TO ESCAPE FROM PHANTO

If you take the key, Phanto will come after you in hot pursuit. He will even chase you after you get out of the jar. What a nasty bad guy. Don't worry. If you put the key down on the ground, Phanto goes away. Don't press your luck in a tight situation. If need be, drop the key for a moment.



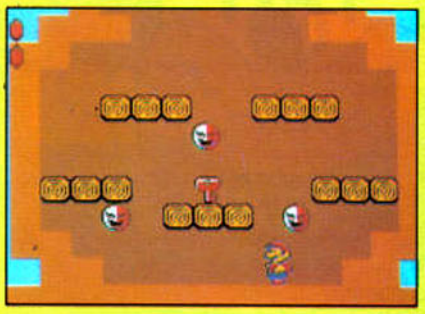
SECRET HINT②

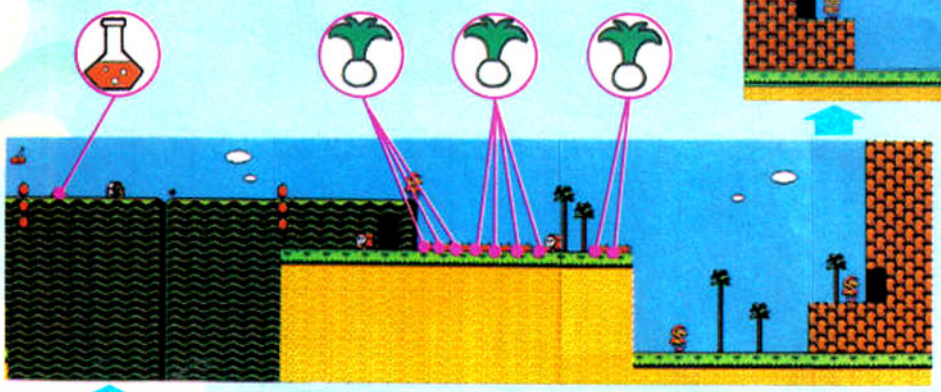
Destroy the right wall by using two bombs. This is necessary if you are expecting to get Mushrooms, otherwise you won't find them.

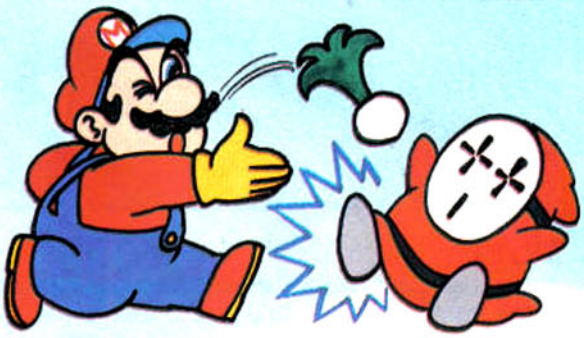


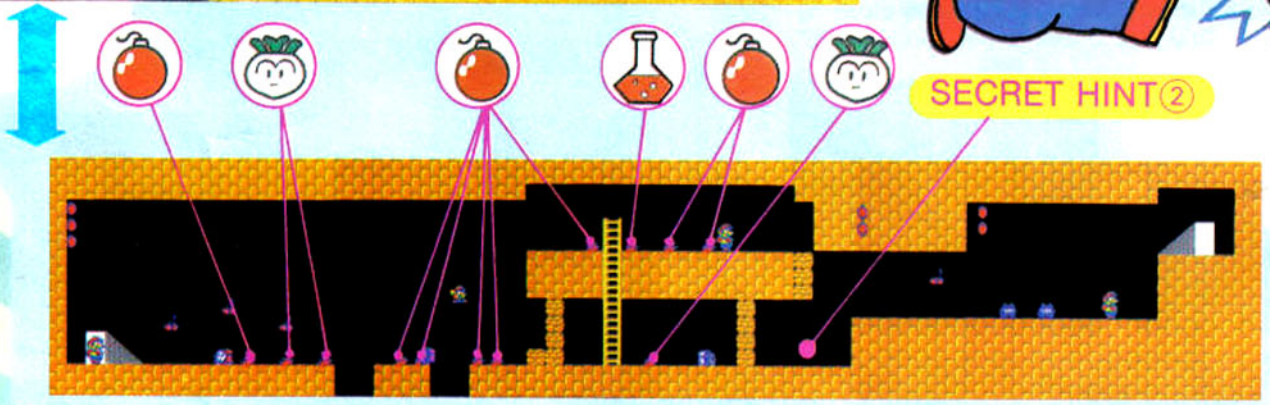
SECRET ROOM②

You will find a key in the second jar. It is a necessary item to keep you going. Watch out for attacks by Phanto, however, once you pick up the key.





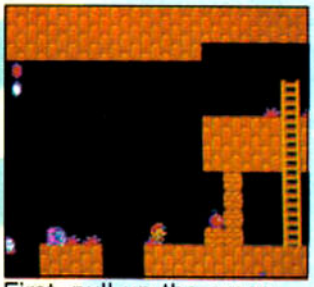




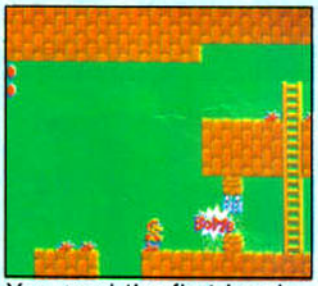
SECRET HINT②

USING BOMBS EFFECTIVELY

The majority of the items you will find in the caves of this area are bombs. Use them wisely.



First, pull up the grass around you, and set a bomb where it is indicated in the picture. Stay away, and wait for the bomb to explode.

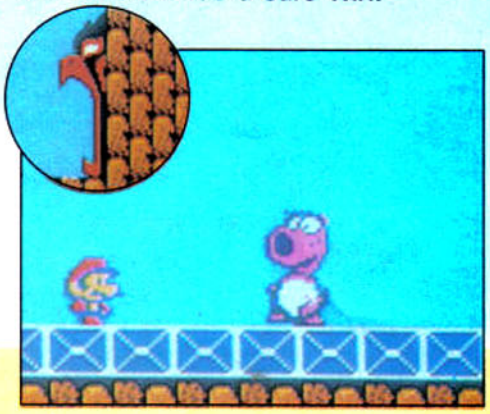


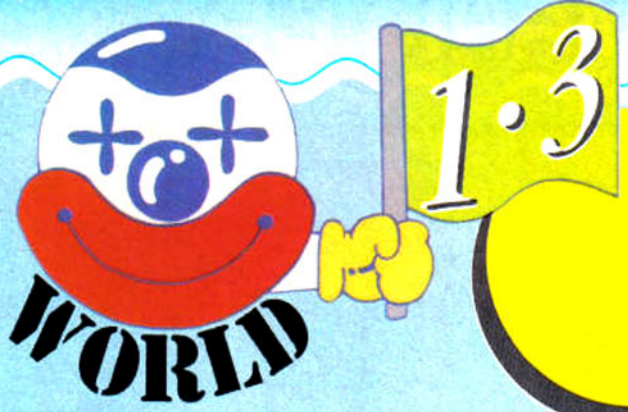
You used the first bomb and opened a hole just big enough for you to get through. Don't relax too much because a bullet from the right could hit you.

You climbed the ladder only to find another dead end to your right. Use the second bomb to make an opening.

DO THE LITTLE BOSS TOSS

The Little Boss in this area is similar to the Birdo you saw in the first area. You obviously know how to handle him. It's a sure win.





HAVE COURAGE!!

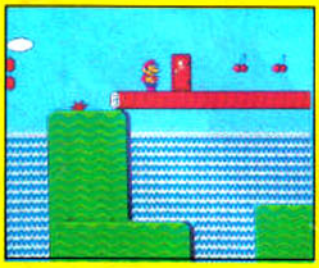
This is the last part of World 1. The area starts with a horizontal scroll, changes to a vertical scroll, and then goes back to the horizontal scroll. While in the vertical scroll, you can't open the door far below unless you get the key from the top room. Remember this while you move. Without this step you can't succeed.

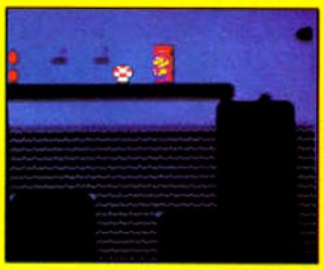
WHERE'S THE BOSS?

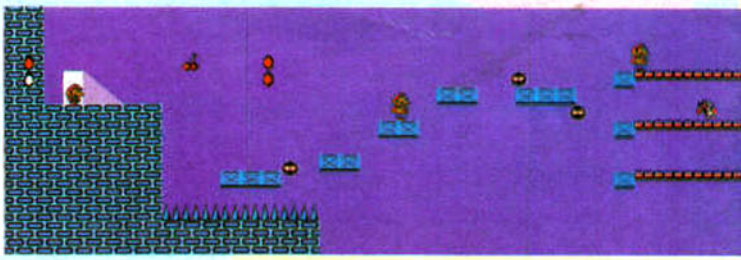
The Crystal Ball will open the gate. If you move close to the right end of the blocks, it allows you to open the gate.

SECRET HINT

You can't get this Mushroom unless you move close to the right end of the bridge and then enter "Sub-Space."

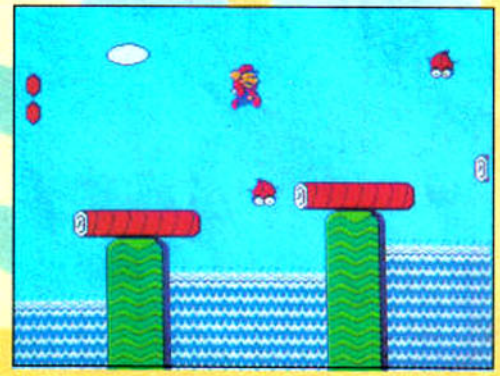


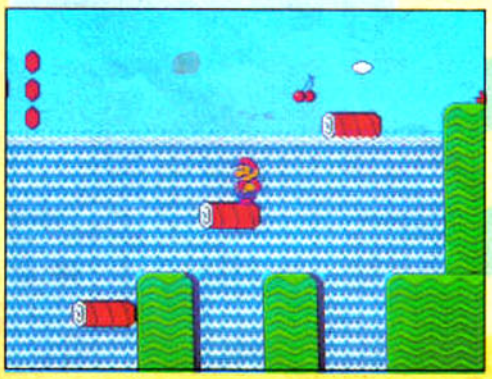


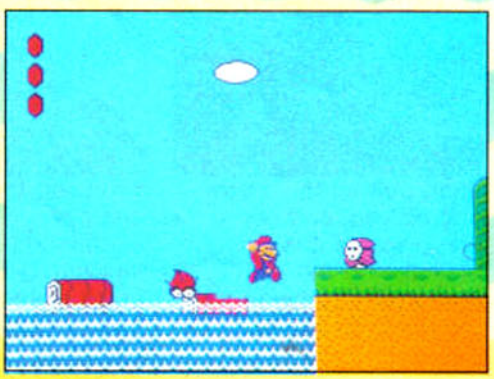


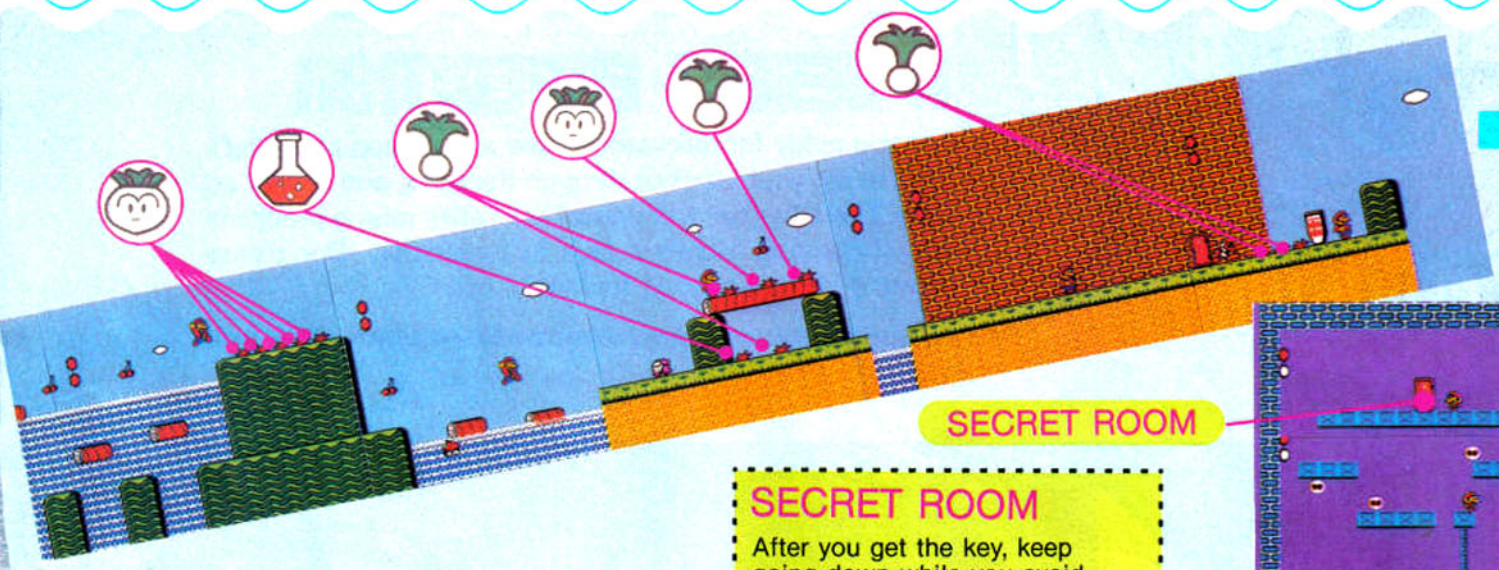
CROSS THE RIVER

Now you will encounter three consecutive log rides. Are you ready for three waterfalls in a row—with plenty of logs to keep you hopping? This is the toughest log jumping you have faced yet. And each one is more difficult than the next, so get rolling.





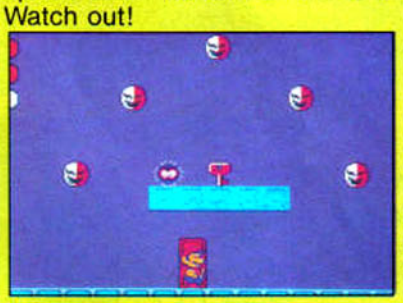


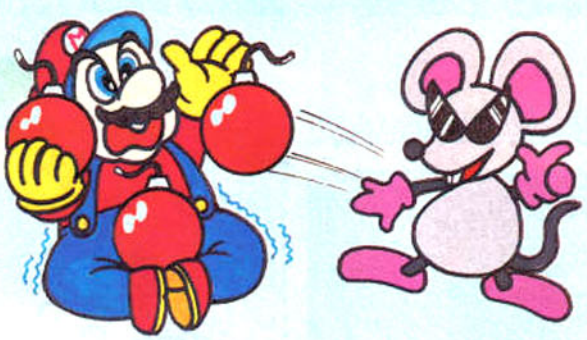


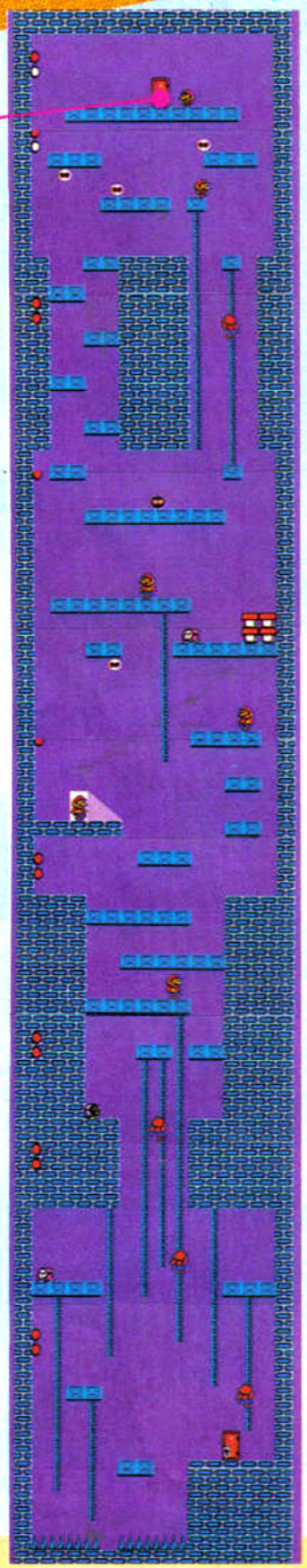
SECRET ROOM

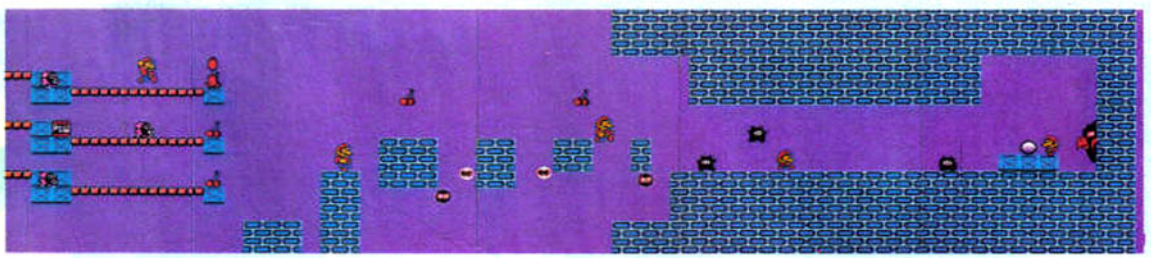
SECRET ROOM

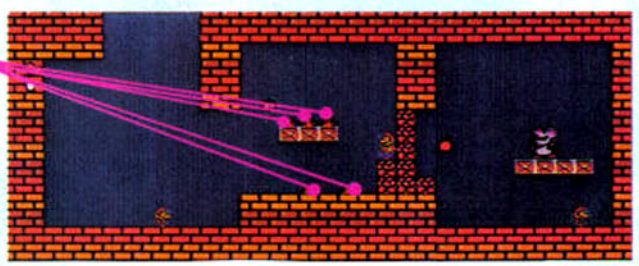
After you get the key, keep going down while you avoid Phanto. You will find a bed of spikes at the bottom on the left. Watch out!





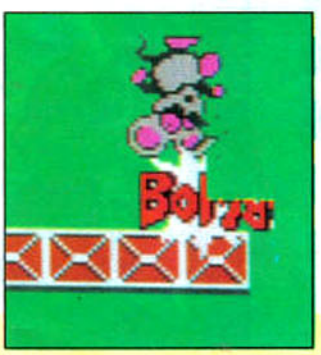






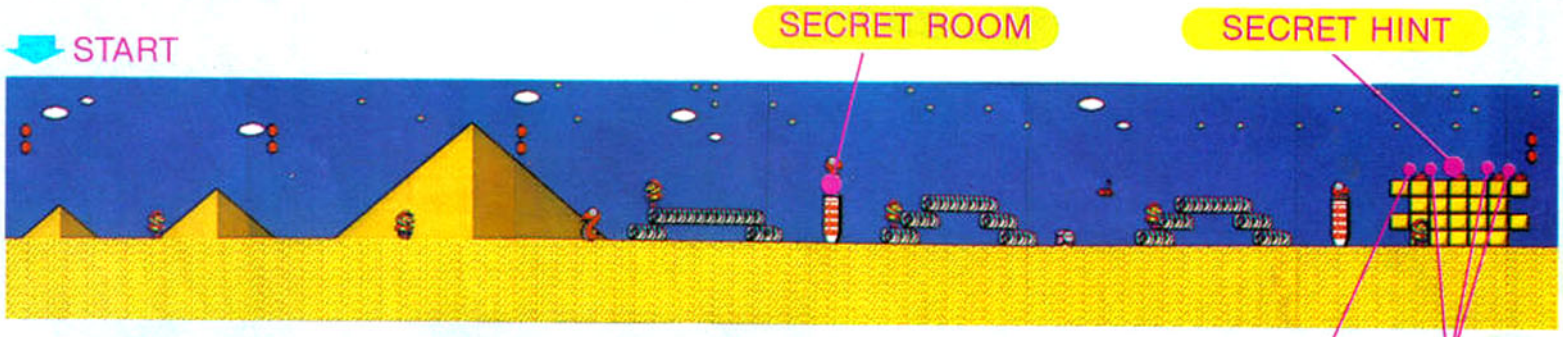
FINAL BATTLE TO CLEAR WORLD 1

It takes three bombs to put Mouser in his place. Maneuver to where you can leave the bombs on his right.



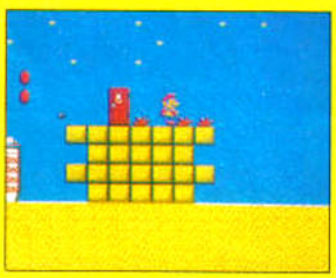
A DESERT EXPEDITION

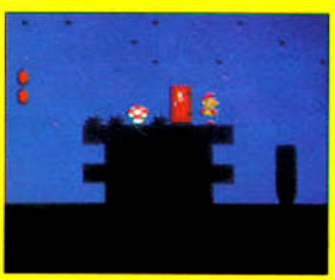
Are you ready for quicksand? How about deep pits? You'll have to dig your way out through the sand, and it's not so easy. These are just a couple of many hair raising problems and challenges. Here's a clue to remember. Don't stop unless you have a good foothold.



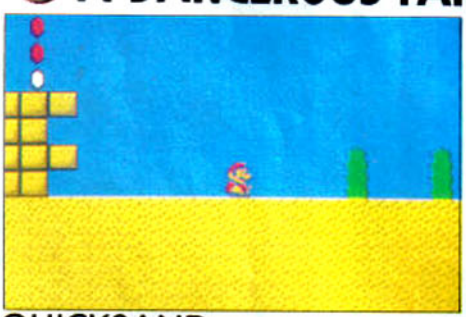
SECRET HINT

Mushrooms are precious items in the tough World of Deserts. If you don't find them, you'll regret it later.



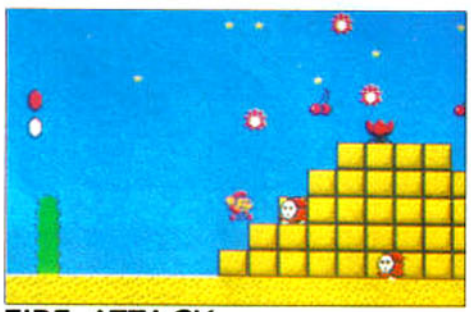


A DANGEROUS PATH



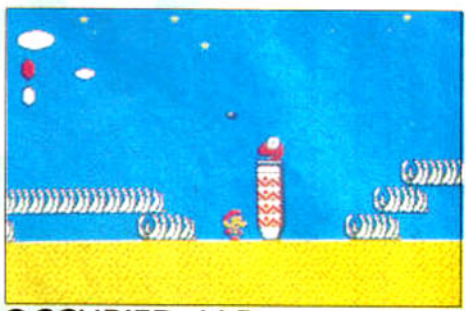
QUICKSAND

If you stop in the quicksand, you'll start to sink and lose jumping power. Just keep moving.



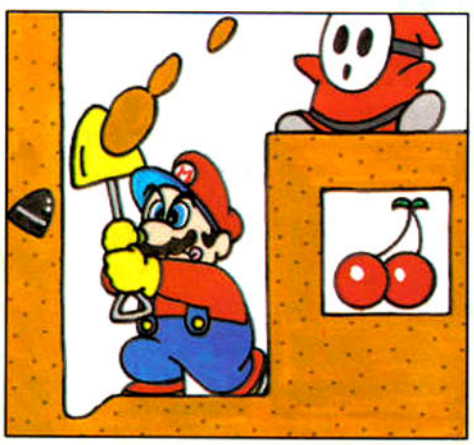
FIRE ATTACK

Panser blows fire at you to block your way. Defeat it by tossing a Shyguy at it.

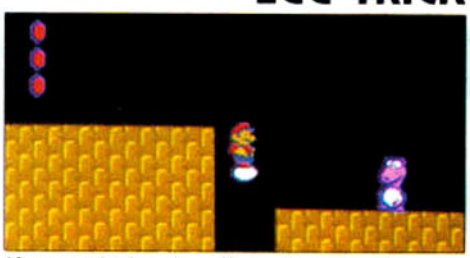


OCCUPIED JAR

Cobrats live in the jars in the deserts. Watch out! They sometimes emerge from the jars to shoot bullets.



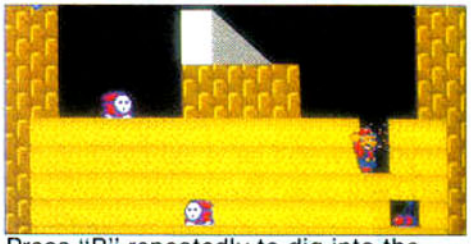
PRACTICING THE EGG TRICK



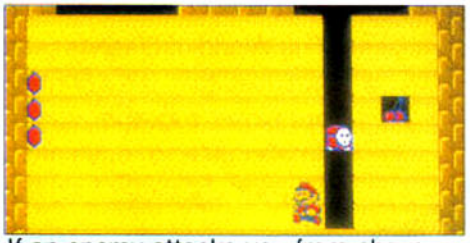
If your timing is off, and you're too late in lifting an egg, you'll fall straight down into the canyon.

Don't relax too much after defeating Birdo. Two canyons requiring long jumps await you in front of the gate.

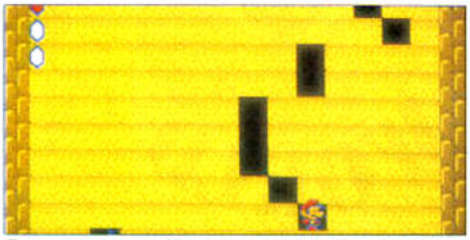
DIGGING IN THE SAND



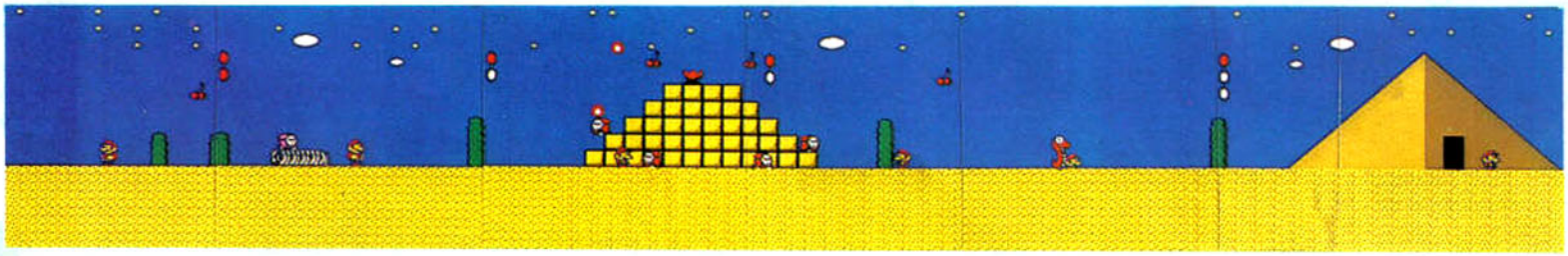
Press "B" repeatedly to dig into the soft sand and move downward. Collect cherries on your way down.

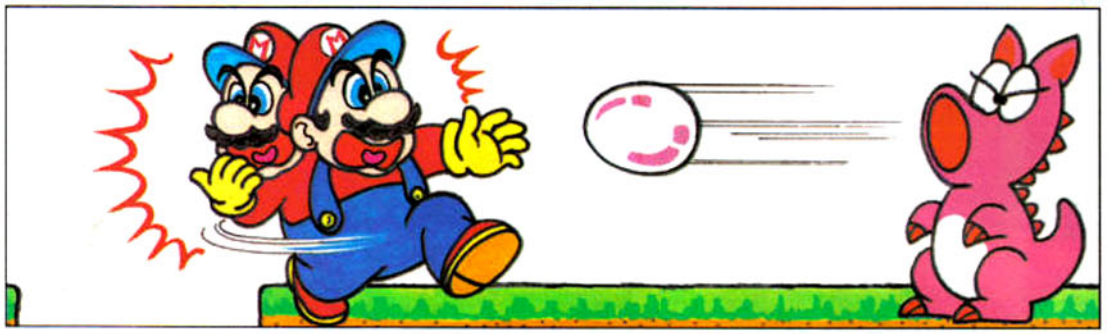


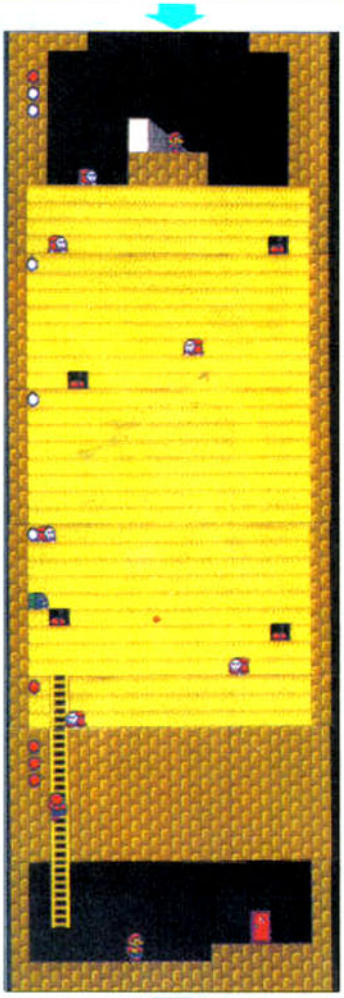
If an enemy attacks you from above, escape by moving right or left. Resume digging when possible.



Be sure to collect enough cherries to get a Star Man so that you can eliminate all your enemies.

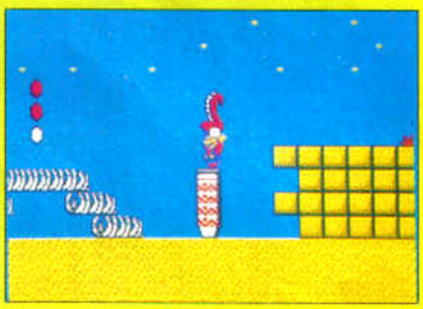


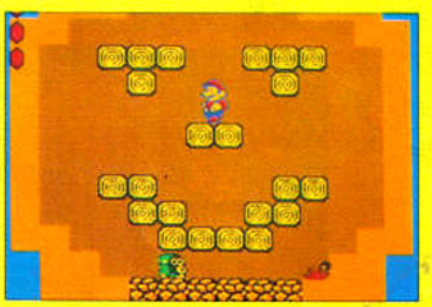




SECRET ROOM

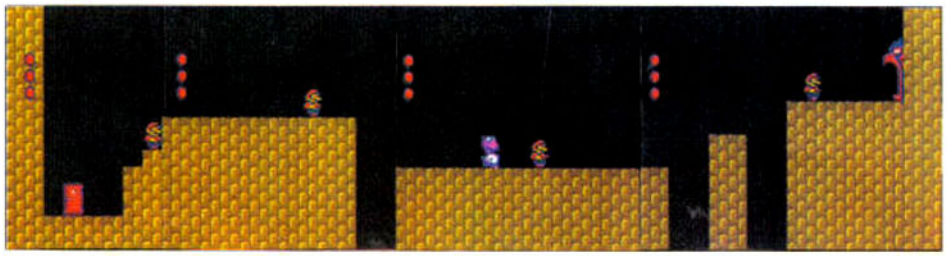
In order to enter the jars, first grab the Cobrats, and pull them out of the jar. All the jars with Cobrats are similar. The only item you will find is a Turtle Shell.





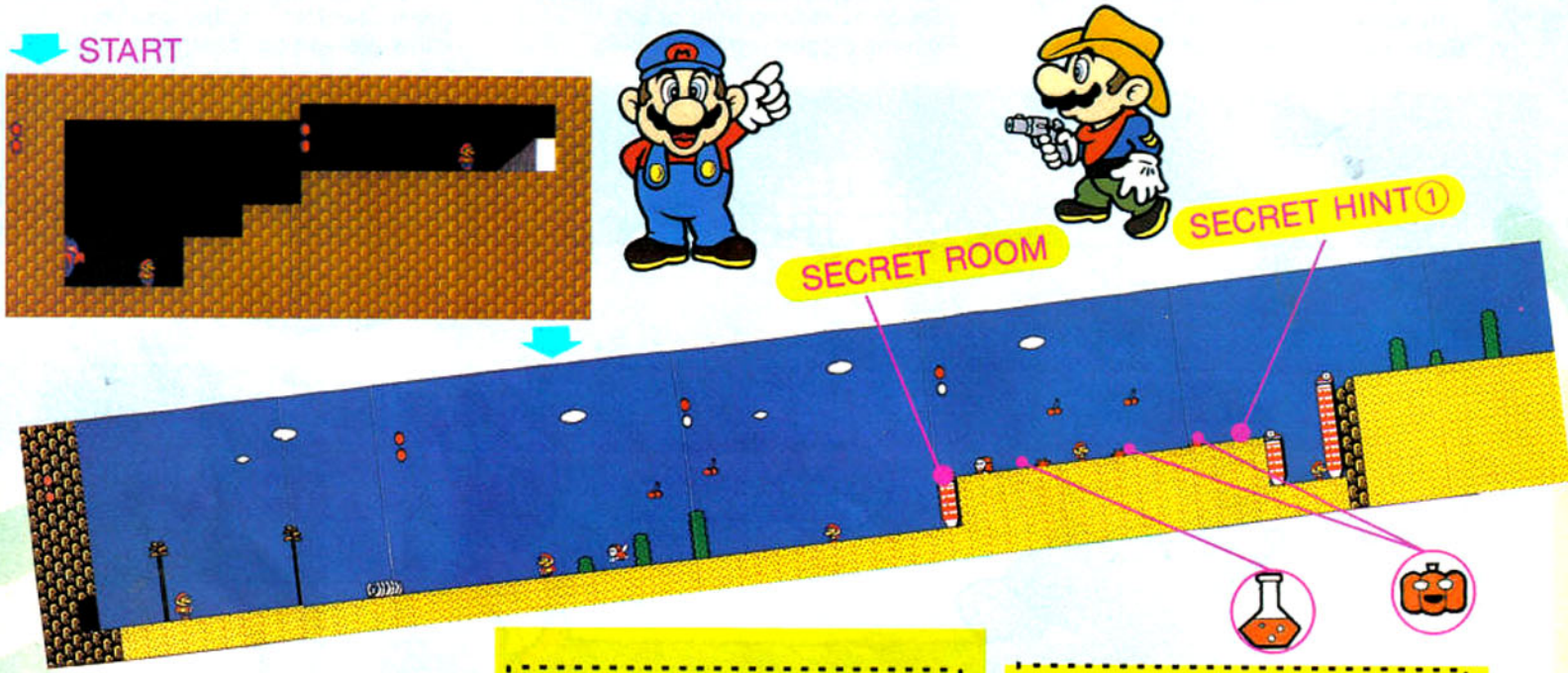
BIRDO ENCOUNTER

Birdo is also the Little Boss of World 2. The ground map, however, is more challenging.



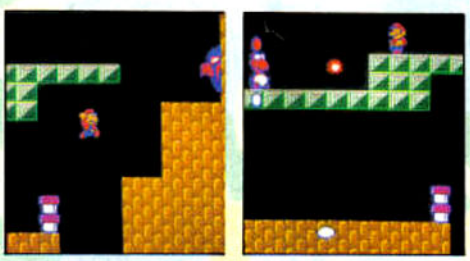
DON'T BE DISCOURAGED!

The World of Deserts seems extremely difficult when you are not used to it. It's a continuation of World 1. However, the jars are closer together, the quicksand is faster, and you have a smaller area to move around in. If you haven't selected Toad as your character yet, now would be a good time!



BIRDO

Approach Birdo from the right after crossing the valley. Use a Mushroom block as a launching pad. He spits eggs more rapidly and even spits fireballs between the eggs!

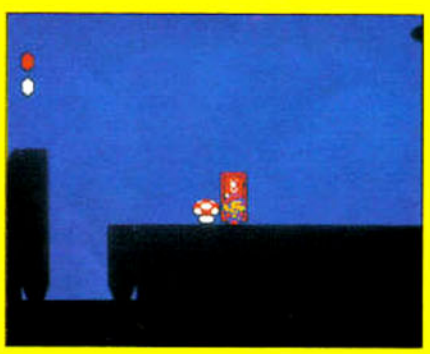


SECRET ROOM

The inside of most jars is the same. Once you get in a jar, the enemies outside will reposition themselves, and the ones you defeated before will return.

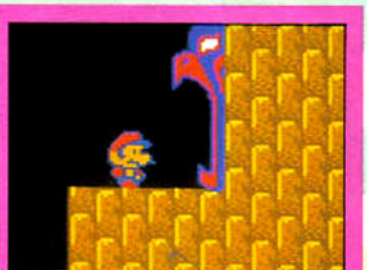
SECRET HINT①

Here's one of your favorite items to the rescue! Mushrooms will do the best job of helping you—even better than Coins in this tough area. Be sure to find them.



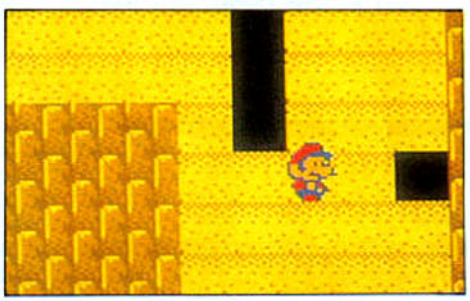
SOON YOU'LL BE ON YOUR OWN!

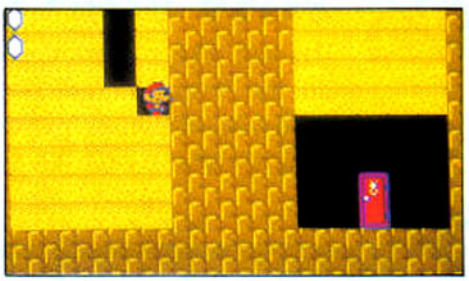
Defeat Birdo, and go to the last area of World 2. We wish you great success in your adventure ahead.

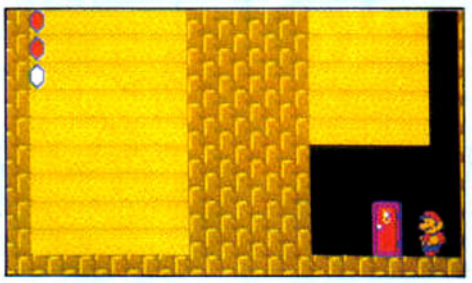


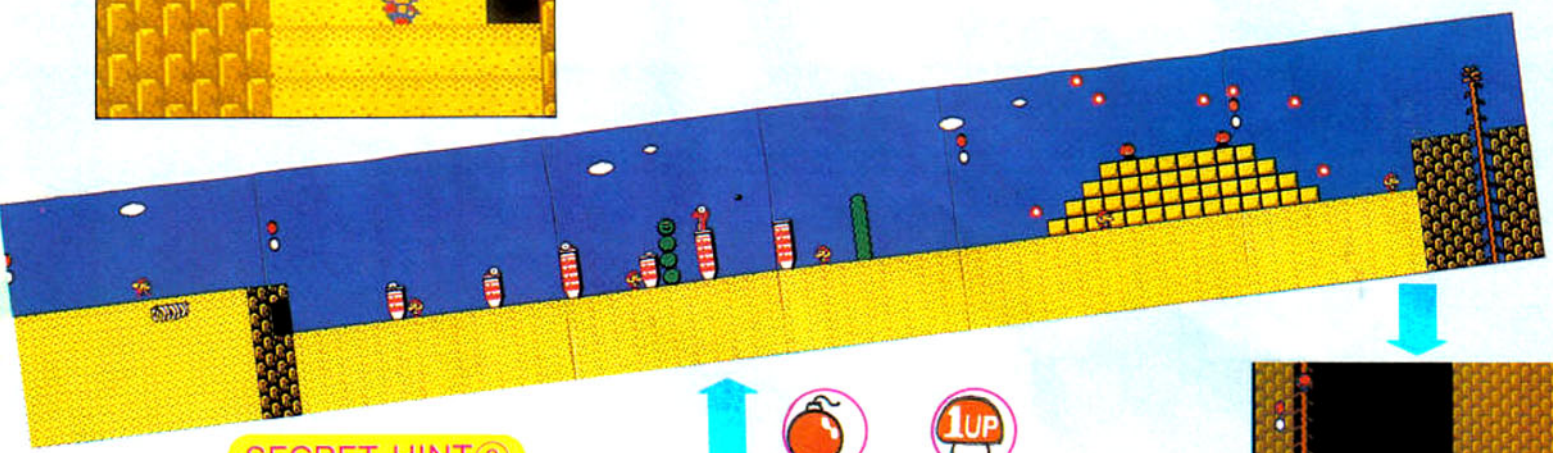
WHICH WAY TO GO?

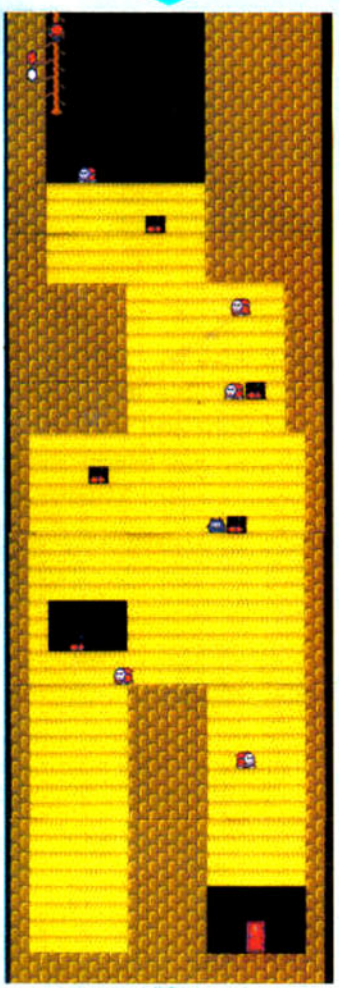
Should I go to the right or the left? Oops! It's a dead end on the left.



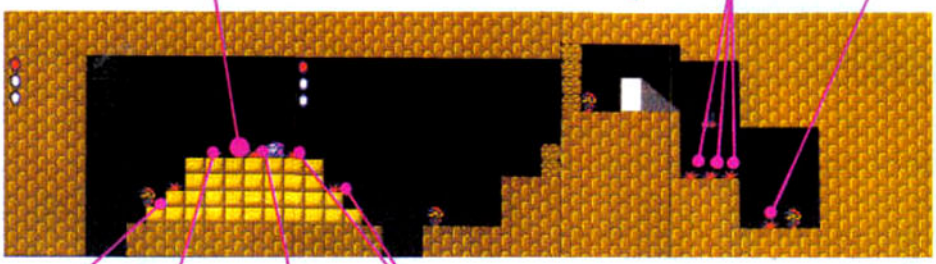






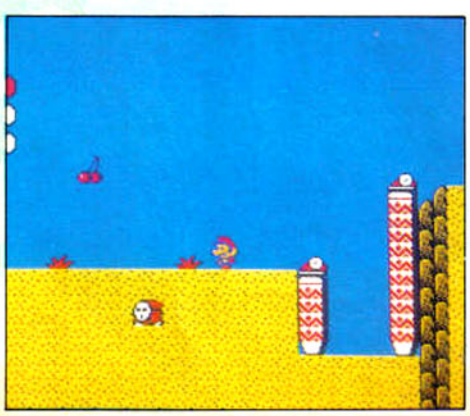


SECRET HINT ②



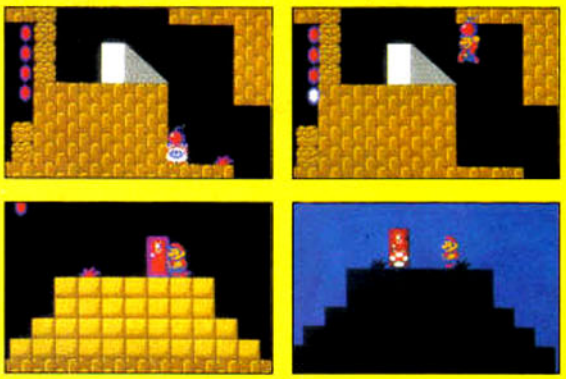
WHAT ARE YOU DOING?

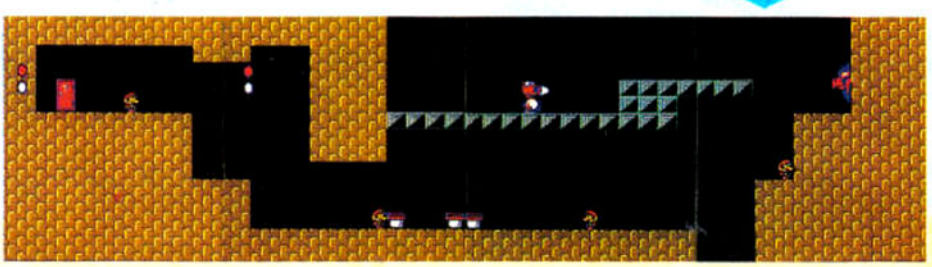
It's a rare occasion when the Shyguy you throw ends up buried in the sand, though it may not mean much.



SECRET HINT ②

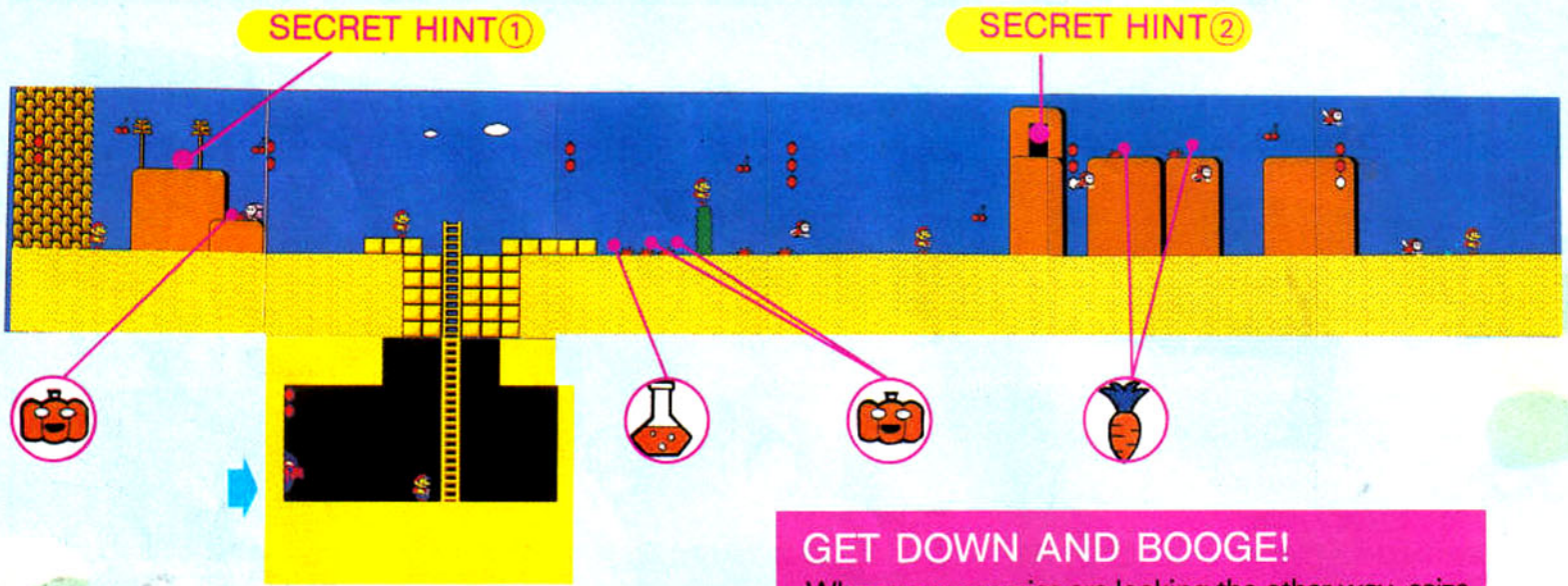
Do a Power Squat Jump while carrying a bomb in order to get the second Mushroom. You need to be brave, but you can do it!





STAY COOL!

The last area of World 2 is once again a desert! On the map you will find such tricks as quicksand that traps you or places where you need to dig deep into the ground—you won't have it easy!

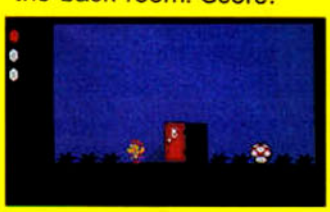


SECRET HINT①&②

First of all, find the Magic Potion and get on top of the left hill. And if you get inside the back room you will be able to get one Mushroom. Now proceed to the right and you will find a door at a very high place. If you get inside the back room you gain not only your second Mushroom but many Coins as well.

Get on top of Beezo with one jump and make your next jump at the right moment.

When you get inside, find the Magic Potion and enter the back room. Score!

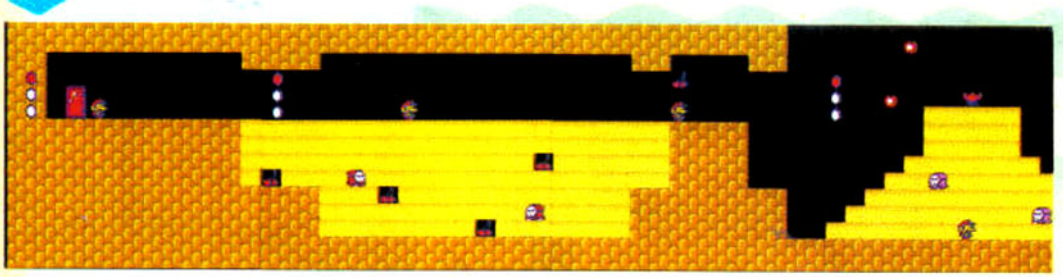


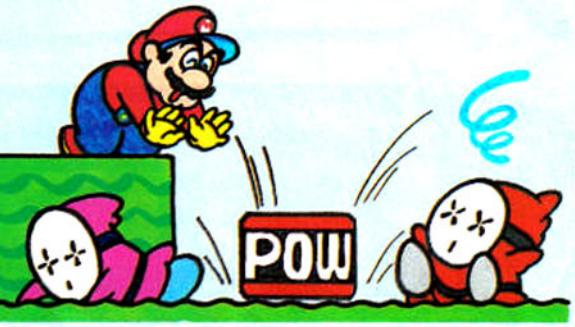
GET DOWN AND BOOGE!

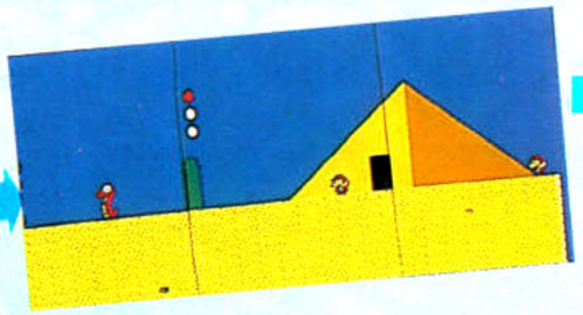
When your enemies are looking the other way, seize the opportunity to dig a couple of holes, proceed downwards. Run to the wall at the other end skillfully avoiding enemies and proceed in zigzags.

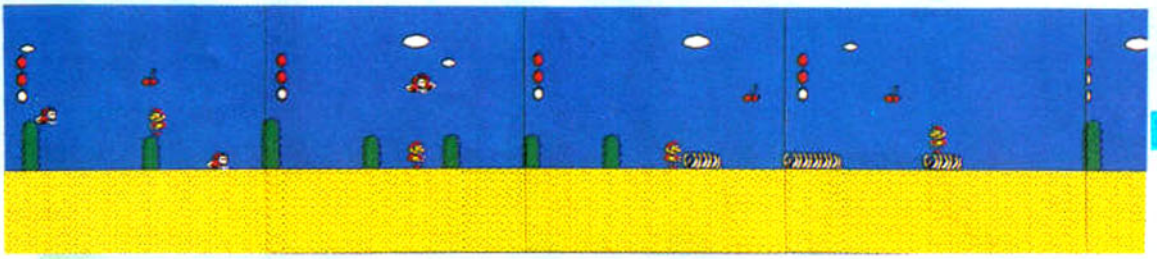
SECRET ROOM

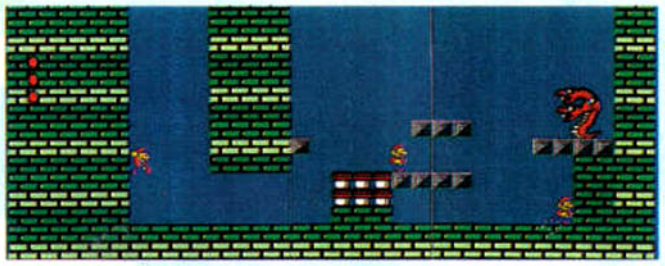
Hurry up and fetch the key before Phanto appears.





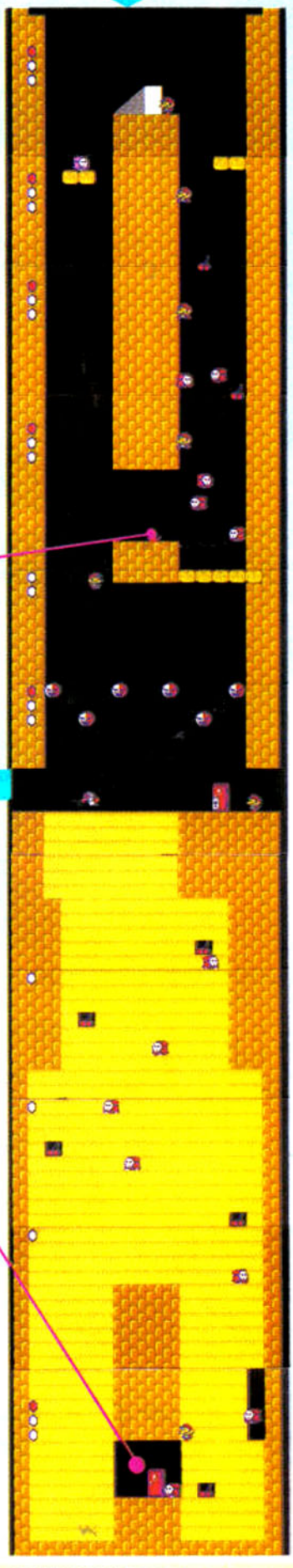






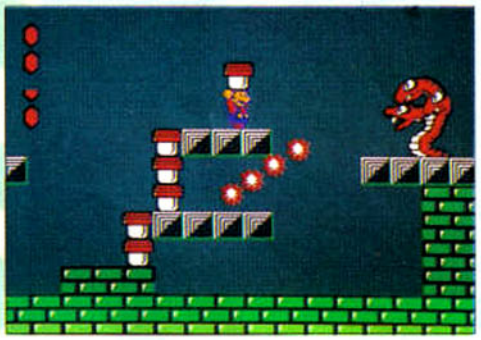
What? Oh No!!

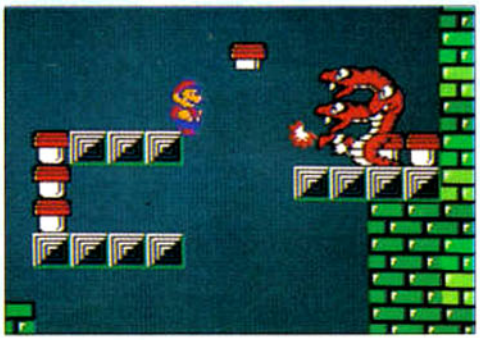
You hadn't expected to encounter a Little Boss in this area? Let's beat him real quick!



HOW TO BEAT TRYCLYDE

Triple headed Tryclyde is a powerful enemy that spits fireballs. In order to defend yourself from these fireballs, build a wall of blocks first. Now attack Tryclyde with these blocks and you will be able to defeat him easily!



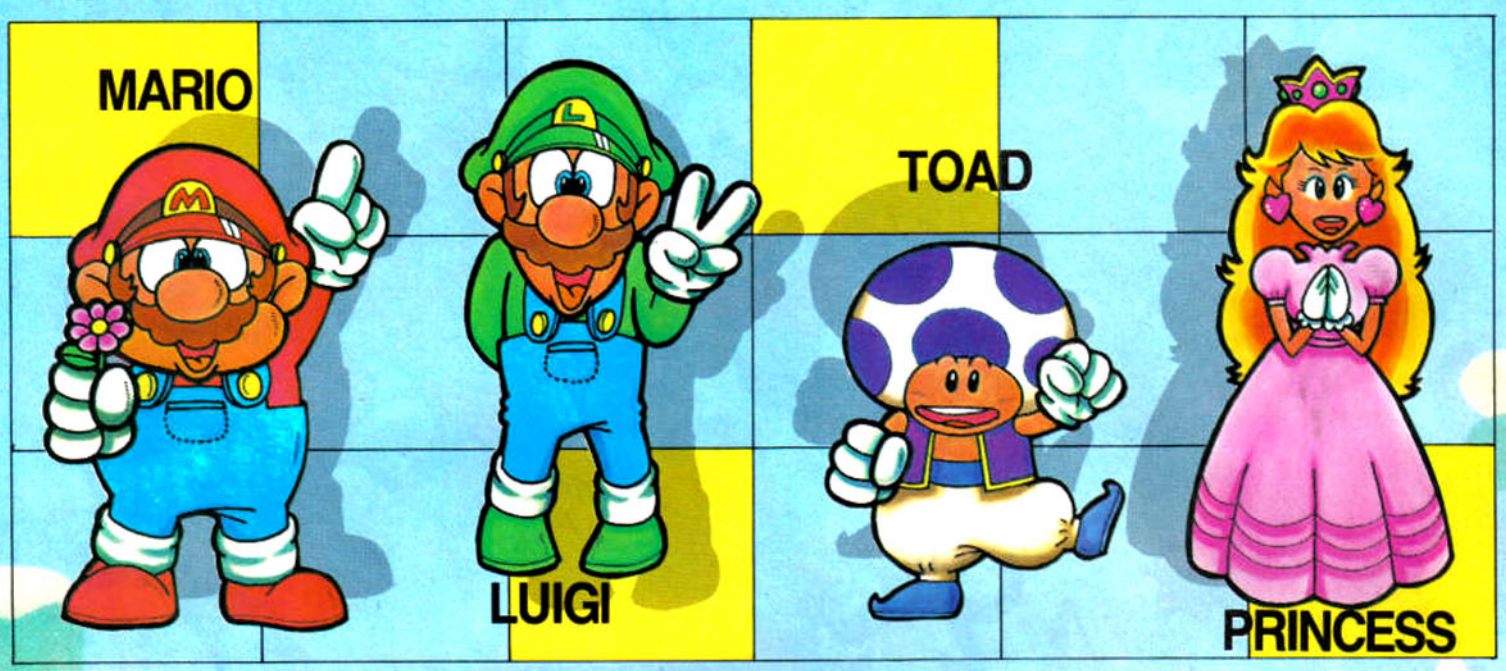


Have you made it through the mischief and mayhem of World 2-3? Get ready for more madcap madness with pointers from the pros at Nintendo on Worlds 3-1 to 3-3.

TM Nintendo of America Inc.

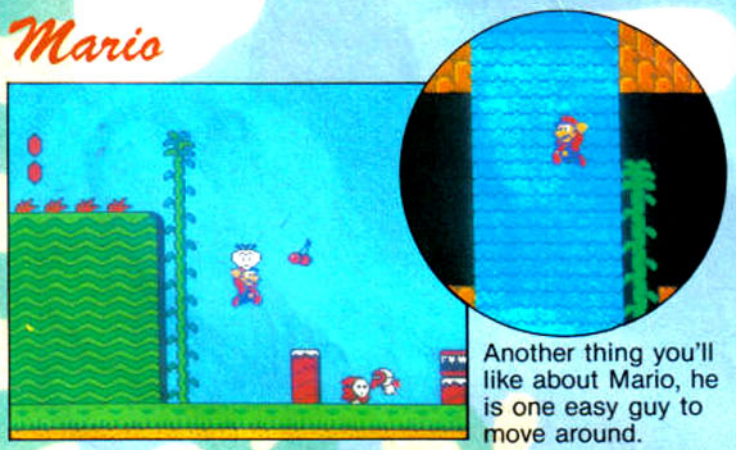
PICK YOUR FAVORITE PRA

The fearless four are yours to choose from. Which one is the best in a pinch? Well, it all depends on where you are and what you're up against.

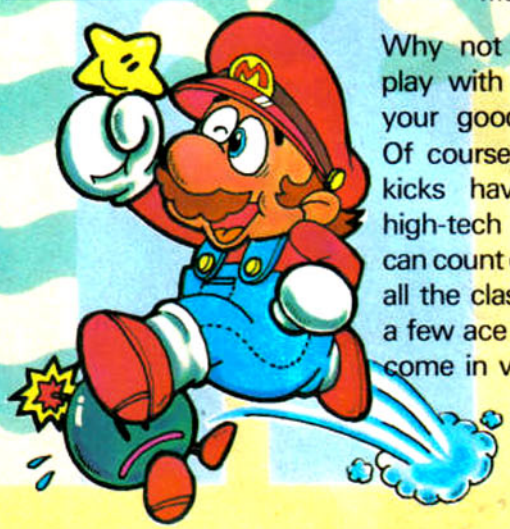


It takes special tricks to get around the weird worlds of Sub-Con. If you study the individual moves of Mario and his rascally friends, you'll have a chance.

Mario



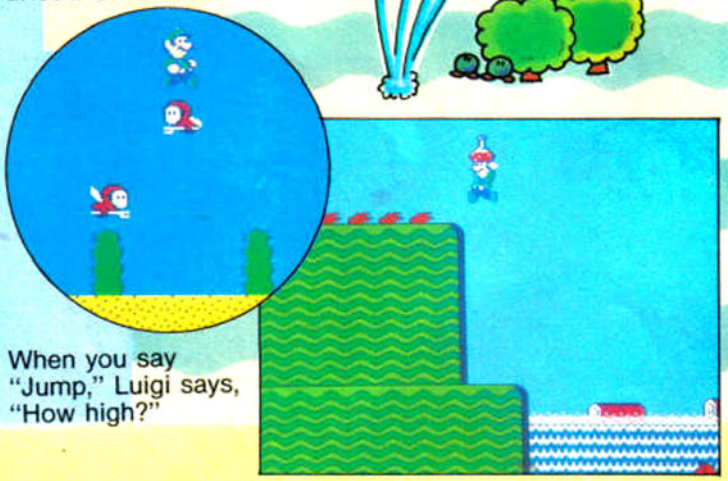
Another thing you'll like about Mario, he is one easy guy to move around.



Why not start the game play with an old friend—your good buddy Mario. Of course, his three side-kicks have some pretty high-tech tricks. But you can count on Mario to cover all the classic basics—plus a few ace moves that may come in very handy.

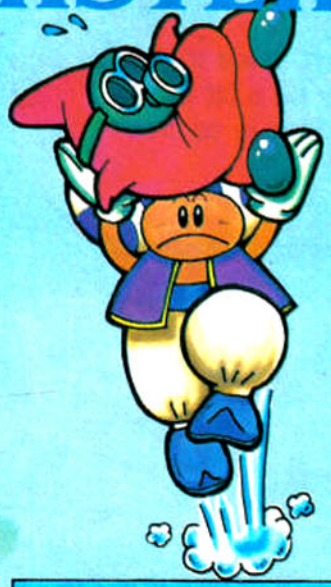
Luigi

You'll really get a jump on the action when you play with Luigi. This character has springs for legs. But watch out because he can make you jumpy, too. Sometimes he gets out of control and jumps too high or too far for his own good—or yours! It takes a lot of skill to stay a jump ahead of him.

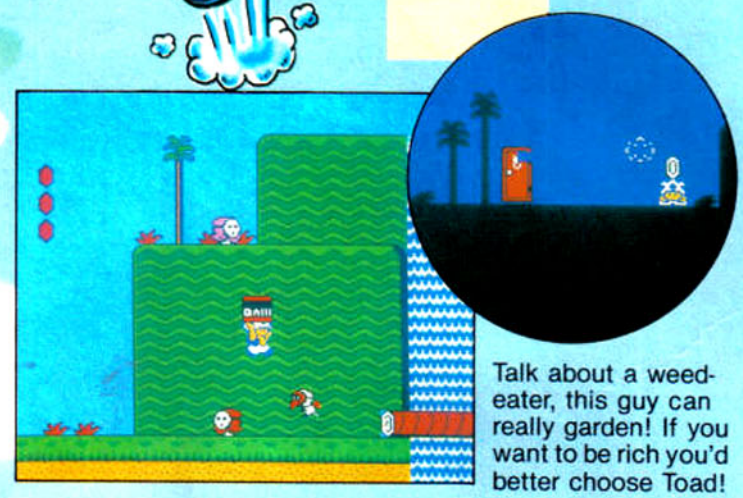


When you say "Jump," Luigi says, "How high?"

NKSTER Toad

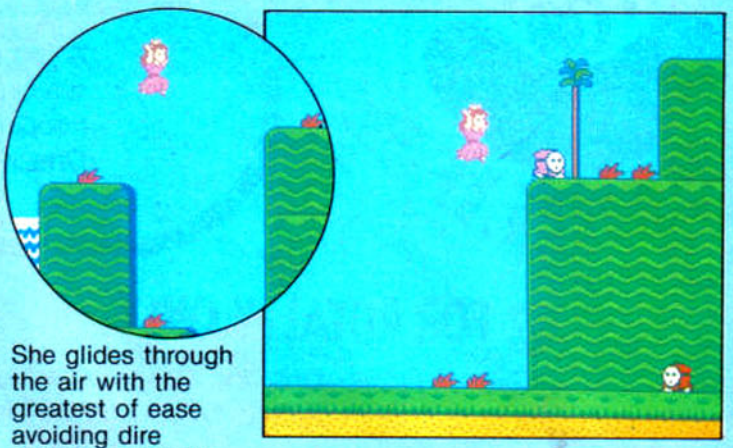


He may look like a pipsqueak, but Toad is powerpacked and ready for action. Pile enemies on his back. Stack vegetables on his head, and this little guy will still play to win. And when he's loaded down, "varooooooom!" He moves like a Maserati—but fast! Try him for coin collection. You'll see he's got a heart of gold.



Talk about a weed-eater, this guy can really garden! If you want to be rich you'd better choose Toad!

Princess



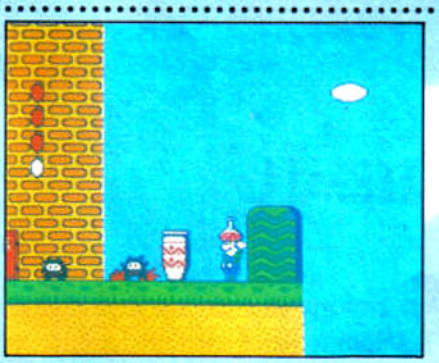
She glides through the air with the greatest of ease avoiding dire obstacles just like a breeze.

The fair Princess Toadstool has come back strong in the sequel as a major partner in adventure. Now's the time to put her talents to the test. And are they awesome! Would you believe she can walk on air?

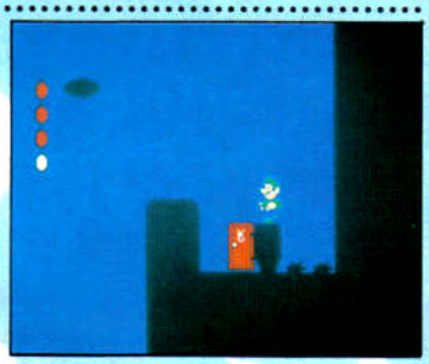
Magic shortcut: The Warp Zone!

If you like to warp your way to new worlds and untold adventures, here you go! Super Mario Bros. 2 is riddled with secret warp zones. We'll give you a few hints from the insiders at Nintendo. But you'll have the fun of finding most of these magical shortcuts for yourself!

In World 1-3, you'll want to have Magic Potion in hand as you arrive at the scene shown here. Now toss the Potion down next to the Jar, and step inside the door. Look for another Jar. Are you ready for warp speed? If you are, hop inside the Jar.



Toss the Potion down here and step inside the door.



Once you have entered Sub-Space, hop inside the Jar.

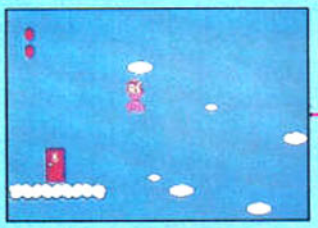
Each World has a Jar that opens the way to a wondrous warp zone. The trick, of course, is to find which Jar!

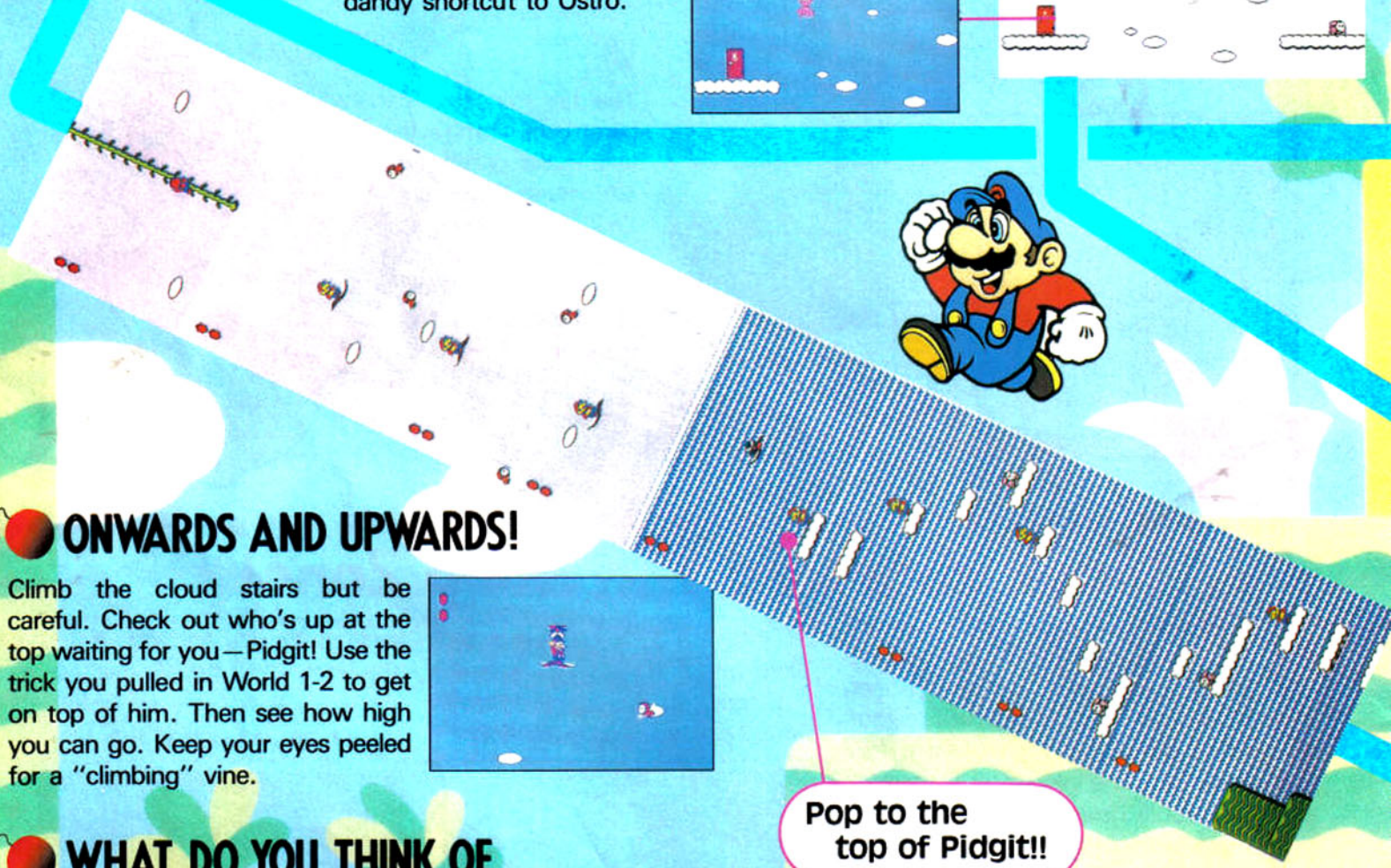
NEED A LIFT?

A big waterfall is no problem if you hitch a ride to the top on a handy cloud passing by. It may be a bit tricky hopping on board the cloud, of course. Stay in control. One wrong step and you're in the drink.

FOR ROYALTY ONLY

Only the Princess can long-jump to this door for the handy-dandy shortcut to Ostro.





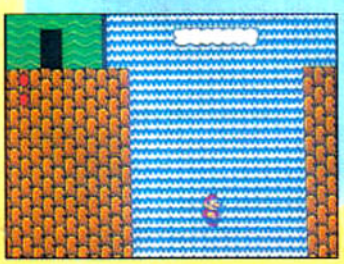
ONWARDS AND UPWARDS!

Climb the cloud stairs but be careful. Check out who's up at the top waiting for you—Pidgit! Use the trick you pulled in World 1-2 to get on top of him. Then see how high you can go. Keep your eyes peeled for a "climbing" vine.

Pop to the top of Pidgit!!

WHAT DO YOU THINK OF GOING DOWN THE WATERFALL BEFORE YOU GO UP?

This may sound crazy at first, but wait! Before you go up the cloud stairs, try going down the falls. It takes a lot of control to drop right into the center and make a perfect swan dive to the island at the bottom. But if you make it, you'll find a secret entrance to the island, a whole bunch of vegetables and...



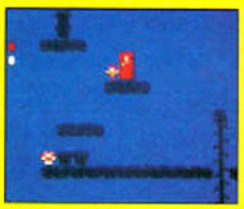
START

SECRET HINT ①

Start off with a leap over a small waterfall. Then head into the entrance.

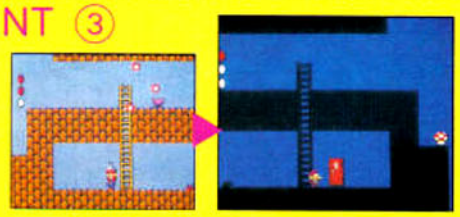
SECRET HINT ②

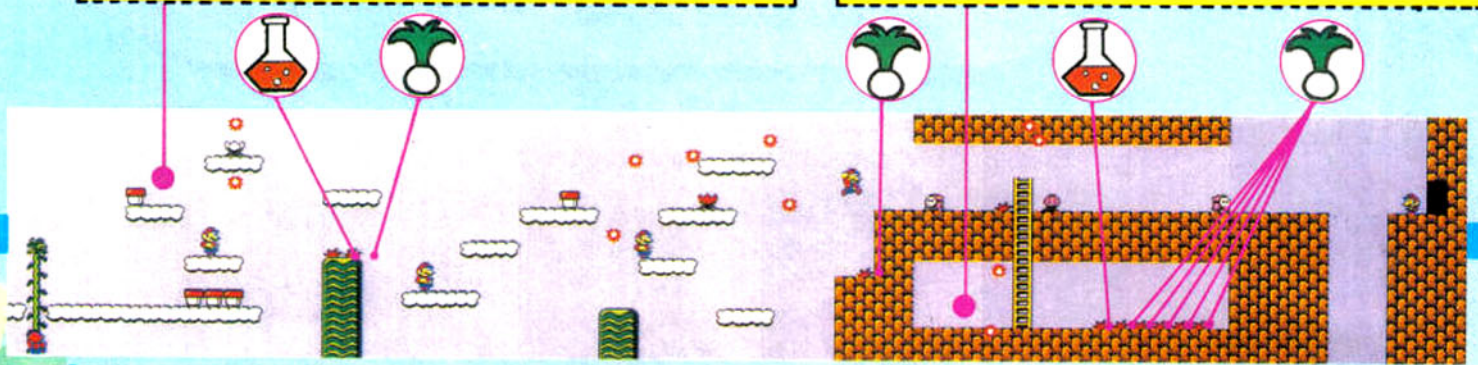
See the Potion on top of the right pole? Grab it and bring it with you! Find a Mushroom by entering Sub-Space.

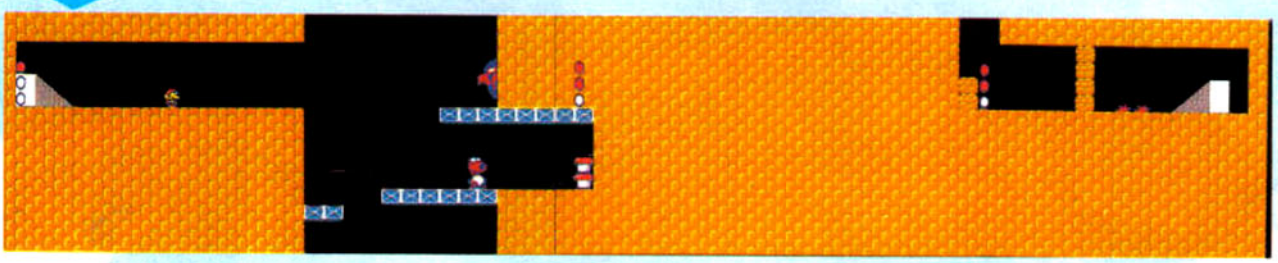


SECRET HINT ③

Stand one step to the left of the ladder then toss your Potion.



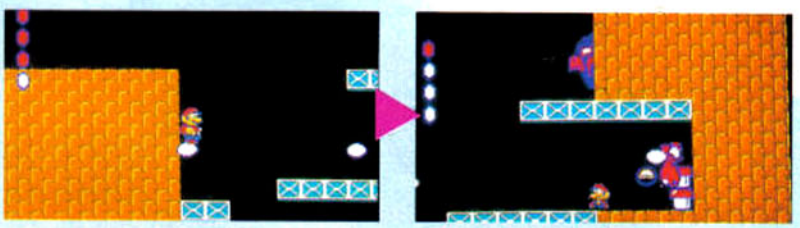


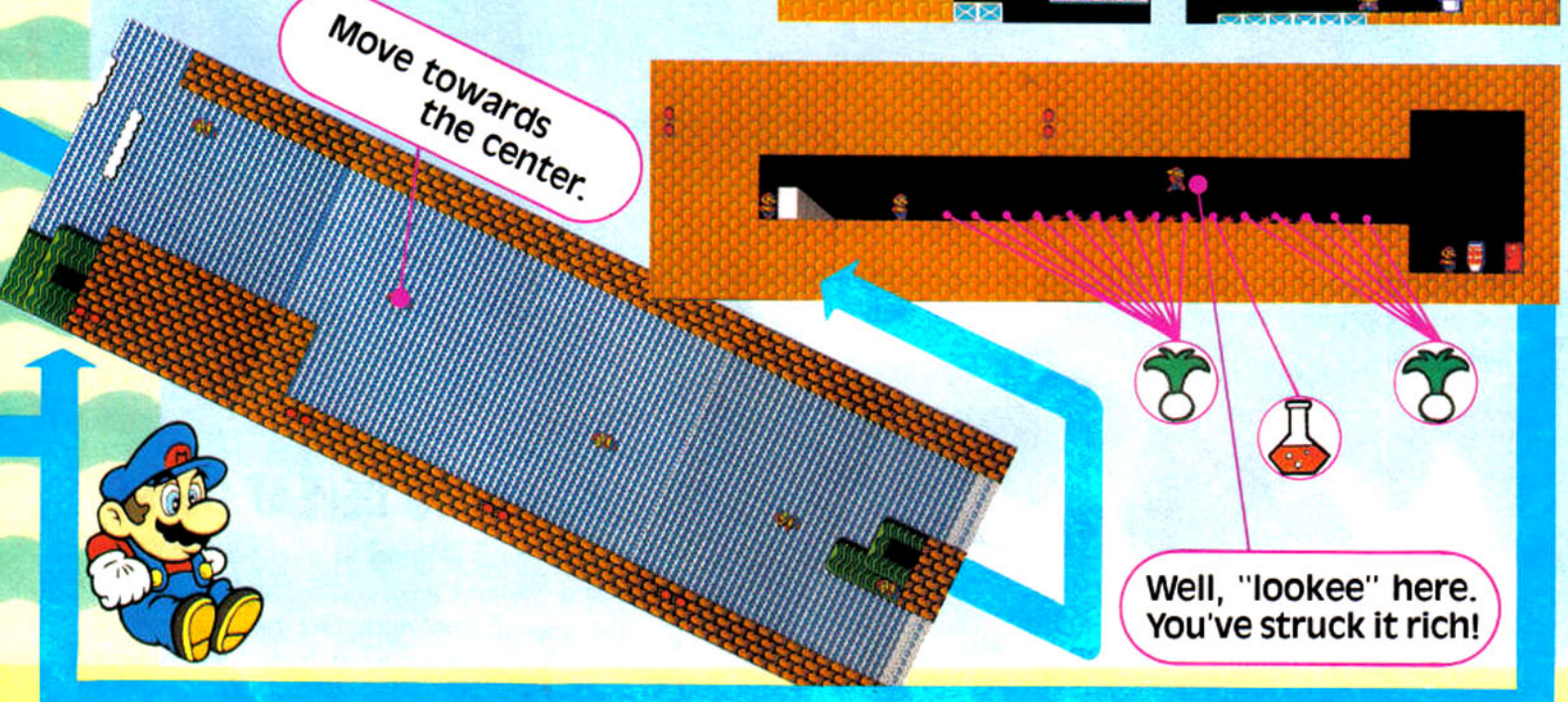


SHORTCUT!!

DEFEAT OSTRO

You can tell that Ostro is tired when he spits out three eggs in a row. When you see the third egg fly, move fast! He's just taking a breather.

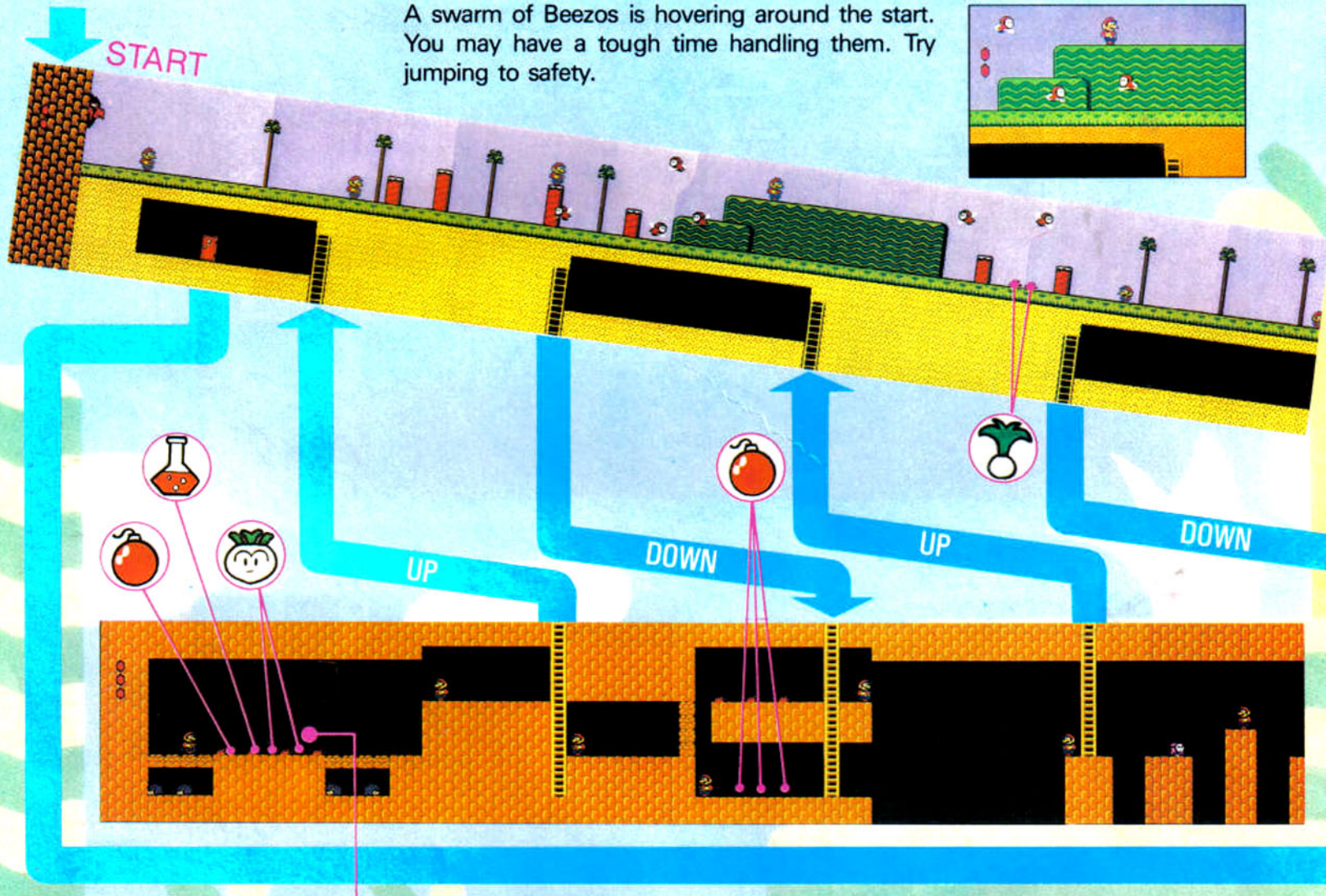




DOWN TO SUB-CON

You'll need strong legs in this terrain because you'll be running up and down a lot of ladders as you go from the surface down to the second floor of the underground and back again and again. Blast your way through walls that stop your forward progress.

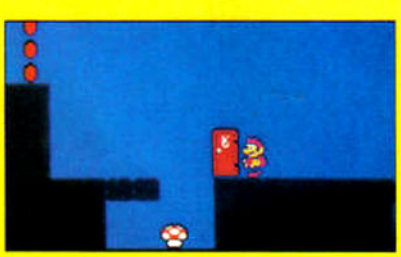
A swarm of Beezos is hovering around the start. You may have a tough time handling them. Try jumping to safety.



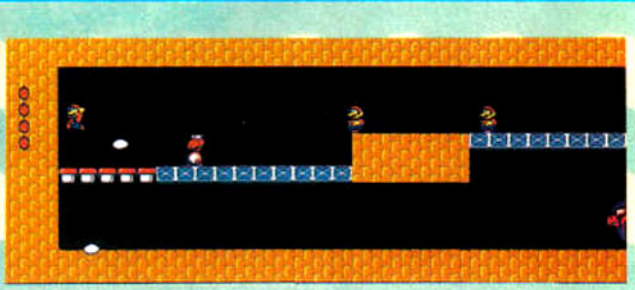
SECRET HINT②

Pull a power move and blast the bridge on your right. Then you'll have an opportunity to use your Potion to enter Sub-Space for a Mushroom.

Be sure to destroy the two blocks on your right.



Hey! What's in that hole? A Mushroom!

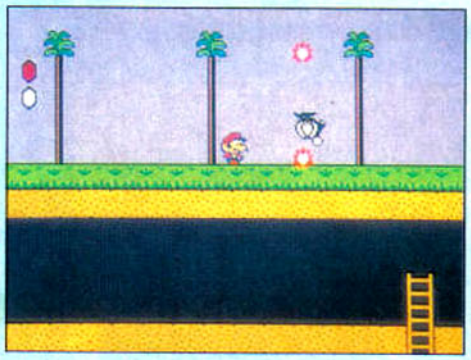


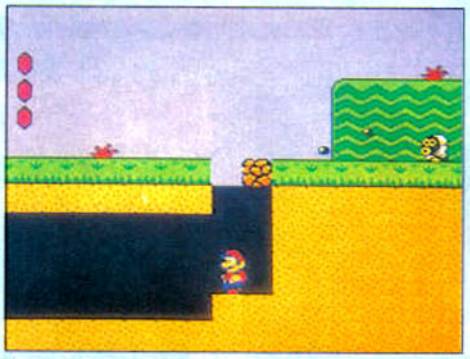
HOW TO DEFEAT OSTRO

This is your chance to play hardball with Ostro. Catch his eggs, then hightail it along the top to the right. As he approaches you, lob your eggs at him. Watch your timing.

Smack in the middle of the above ground scene you'll encounter the hot-headed Panser. This guy can do big damage. He spits fireballs. In this case, fight fire with vegetables.

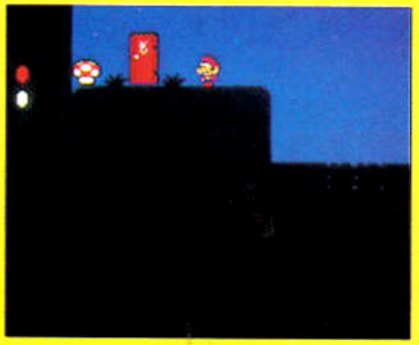
If you destroy this block, you'll have the exciting opportunity to go underground. There are bombs to your left which should help do the trick. And don't miss your chance to grab the Mushroom.

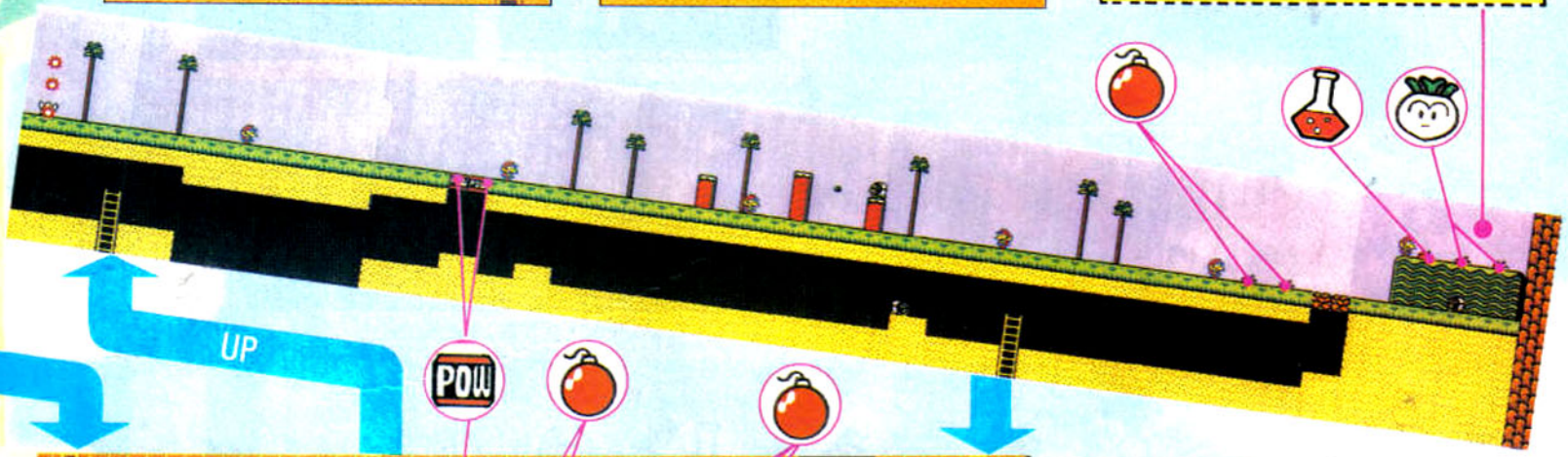


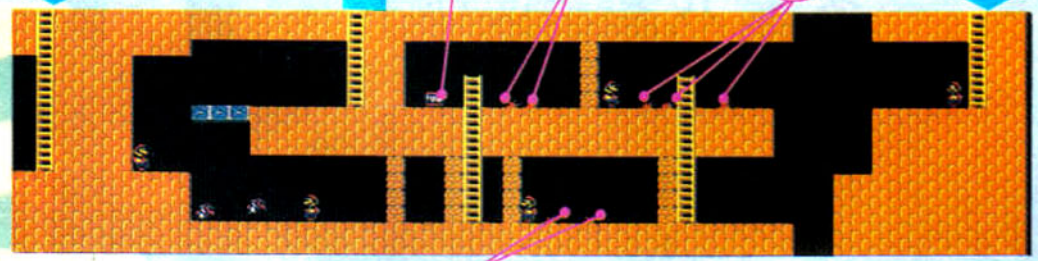


SECRET HINT①

Be sure to get this Mushroom so you'll be all set for whatever lies ahead. You can find it by pulling up the Potion hidden on the far right and entering Sub-Space.

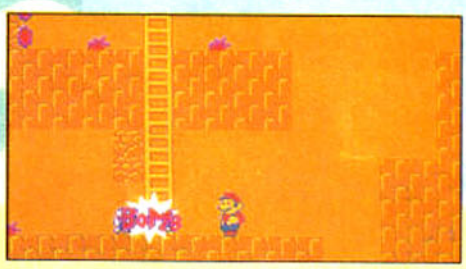


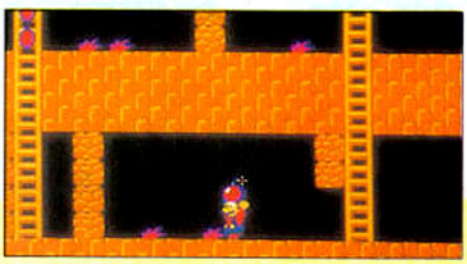


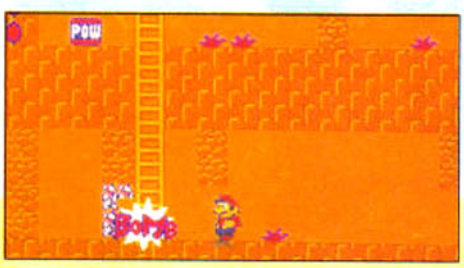


USE YOUR EXTRA BOMBS WISELY

Make every blast count as you bomb your way to your goal. First, climb the ladder and grab the bomb to your left. Then jump down and demolish the first wall. Now head back up the ladder and get the bomb on the right. Leap down and blast the second block. Then one after another bomb the blocks until nothing stands in your path.



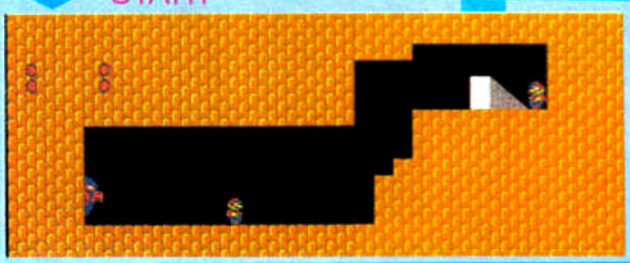




3-3 HUH?

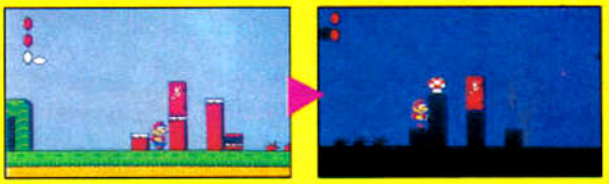
There are three doors—count 'em. Which one should you pick? And this is no TV quiz show. There is bad news behind them for those afraid of heights. It pays to watch the way the enemy is moving. Then launch into action.

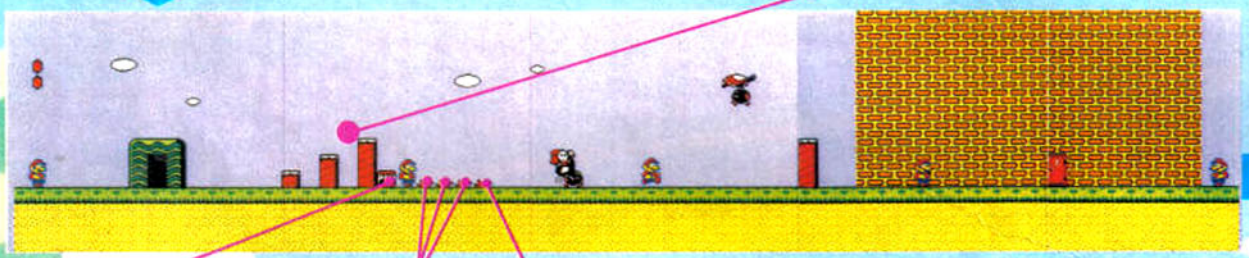
START

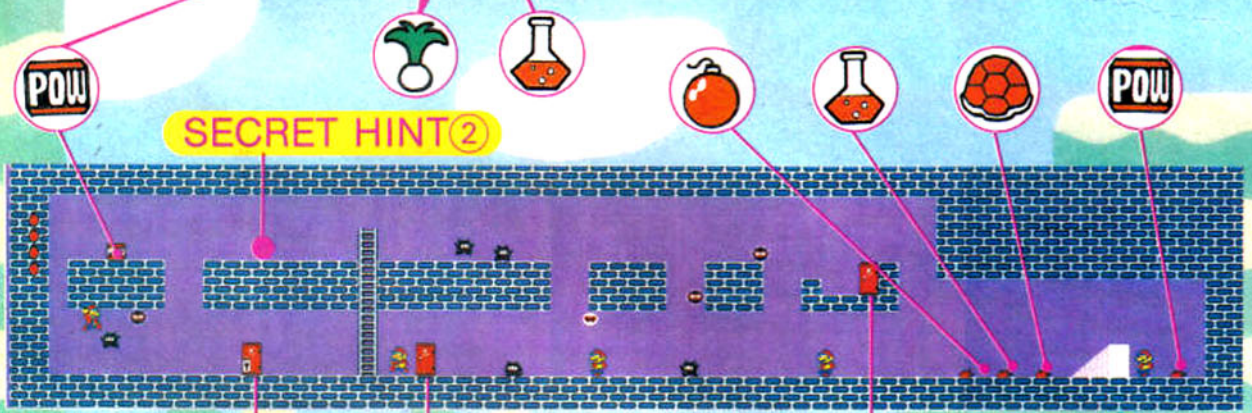


SECRET HINT①

Start off right by grabbing the Mushroom from the top of the third pole.

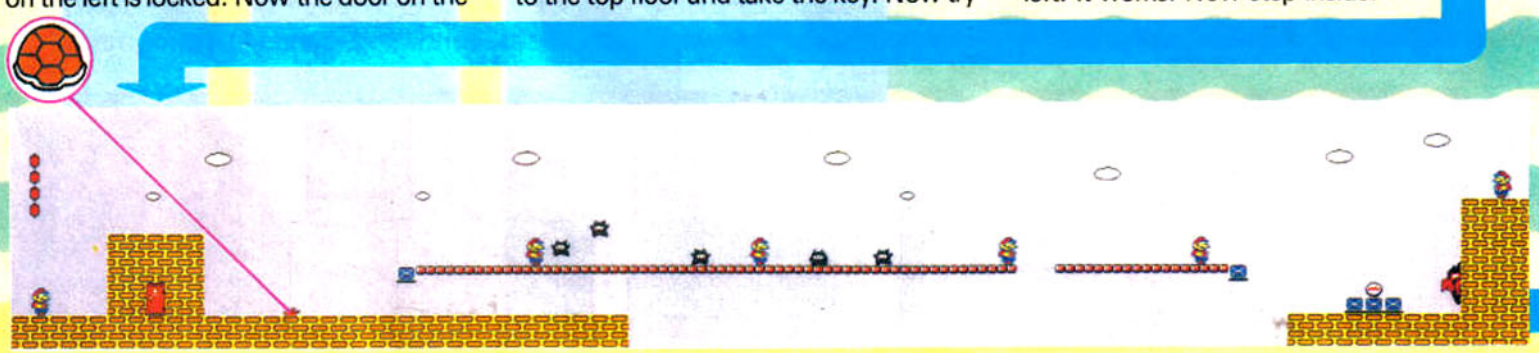






DON'T AIM AT DEAD CENTER.

The center door has a dead end. The door on the left is locked. Now the door on the far right has potential. There's a key! Get to the top floor and take the key. Now try using it to unlock the door on the left. It works! Now step inside.



SUPER MARIO BROS.2

Room 1

Room 2

Room 3

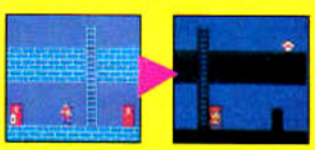
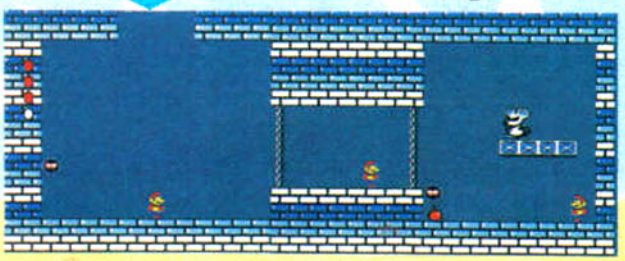
SECRET ROOM ①

Spark is an extremely fast mover, so watch out.

Room 1, Cont.

MIGHT OVER MOUSER

First you need to get that noisy Spark out of your way. Now, do you remember that trick from World 1-3? Think back, and try it here with six bombs.

SECRET HINT②

Mushroom time! The second vegetable from the entrance is Magic Potion. Grab it, and run to the left. Enter Sub-Space to the left of the ladder. Scoot up the stairs and—"bingo"—a Mushroom!